

FIRST PIX OF CAPCOM'S FINAL FIGHT MEGA CD GAME!!

MEGA PLAY

THE #1 ALL-SEGA VIDEO GAME MAGAZINE



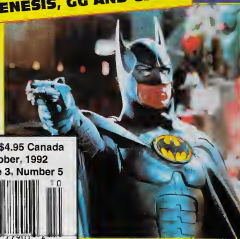
TEENAGE MUTANT NINJA TURTLES: THE HYPERSTONE HEIST

**EXCITING FIRST LOOK
AT KONAMI'S NEW
GENESIS GAMES!**

MEGA PREVIEWS

**PREDATOR 2
PHANTASY STAR 4
THUNDER FORCE 4
COBRA COMMAND CD
OUT OF THIS WORLD 2
PHANTASY STAR GAIDEN**

**BATMAN™ RETURNS
FIRST PHOTOS OF THE
CAPED CRUSADER™ ON
GENESIS, GG AND CD!**



**\$3.95 - \$4.95 Canada
October, 1992**

Volume 3, Number 5



Batman and all related elements are the property of
DC Comics Inc. TM & © 1992. All rights reserved.

**ONLY IN MEGA PLAY!
SONIC 2**

EXCLUSIVE SONIC GG PIX!



GO FOR T



P R E S E N T S

OLYMPIC GOLD™



Official Licensed Product of the 1992 Barcelona Olympic Summer Games.

Available for



Official Licensed product of the 1992 Barcelona Olympic Summer Games. With kind permission of COOB '92, S.A. ©1992 COOB '92™. Approved for U.S. distribution by the United States Olympic Committee 36 USC 380. SEGA, GENESIS and Game Gear are trademarks of Sega Enterprises LTD. ©1992 U.S. Gold, Inc., San Francisco, CA 94105

THE GOLD...

7 Olympic Games Events

Barcelona, 1992. It's the Olympic Summer Games, and your once in a lifetime chance to prove yourself in a world arena. You'll hear the crowd, feel the heat and experience the total rush of the ultimate competition. Break a world record. Smash an Olympic Games record. Or beat a friend. Here's the rundown:



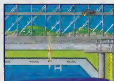
Hammer Throw

Trajectory, speed, angle of descent, you get the idea. Don't you wish you paid attention in physics?



Archery

The farther you pull the bow, the harder to hold your aim steady.



Springboard Diving

Four required dives and one you improvise. Scores based on difficulty, execution and entry into water.



Pole Vaulting

The hardest event. Plant the pole and time your release to clear record heights.



200 Meter Freestyle Swimming

Bang those turns but conserve your strength to sprint for the gold.



110 Meter Hurdles

Timing your jumps is everything in this event.



100 Meter Sprint

You'll need a fast start and warp speed to have a shot at the gold.



Opening and Closing Ceremonies

Light the torch and let the Games begin . . . Fireworks will bring them to a close.



CONTENTS

Mega Play Offers You More!

6 - EDITORIAL - Sega is back! There are a whole new batch of super Genesis and Game Gear softs on their way, as is the ultra cool Sega CD!

8 - MEGA MAIL - This is your chance to voice your opinions and to ask us questions about everything new or old for any type of Sega product.



14

HI-TECH SEGA

Final Fight for the Mega CD is hitting the Japanese market. Find out the facts about this highly anticipated game.

18 - MEGA TRICKS: TAZ MANIA, DESERT STRIKE, SPLATTERHOUSE 2, DEVILSH, DAVID ROBINSON'S SUPREME COURT BASKETBALL, KRUSTY'S SUPER FUN HOUSE, TWO CRUDE DUDES, STEEL EMPIRE, FERRARI GRAND PRIX CHALLENGE, SHADOW OF THE BEAST.

24 - COMING ATTRACTIONS: PHANTASY STAR IV, OUT OF THIS WORLD 2, PHANTASY STAR GAIDEN, LAND STALKER, DEADLY MOVES, GLEY LANCER, FACEBALL 2000, G-LOC, JUNKERS HIGH, MEGA LO MANIA, METAL FANGS, CLUE, MONOPOLY.

34 - MEGA FILES: SONIC THE HEDGEHOG 2, COBRA COMMAND, GREENDOG, X-MUTANTS, UNCHARTED WATERS, BATMAN RETURNS, PREDATOR 2, NHLPA HOCKEY '93, SENNA'S MONACO GP2, CHUCK ROCK, BATMAN, THUNDER FORCE 4.

62 - REVIEW CREW: GREENDOG, GLOBAL GLADIATORS, SENNA'S MONACO GP II, ALISIA DRAGON, CADASH, SLIME WORLD, USA BASKETBALL, NHLPA HOCKEY '93, RBI 4, SPORTS TALK BASEBALL, DAVID ROBINSON'S SUPREME COURT BASKETBALL, WORLD TROPHY SOCCER, BATMAN RETURNS, JENNIFER CAPRIATI TENNIS, TERMINATOR, CHUCK ROCK.



34

MEGA PLAY PREVIEW SPECIAL
Prepare to be blown away by Sonic the Hedgehog 2! Check out our four pages of exclusive inside info on this incredible GG game!

38
MEGA FILES
We've got the latest games for you! Look at our in-depth files on Cobra Command, Predator 2, Batman Returns and much more!



58

INTERNATIONAL

Thunder Force 4 for the Mega Drive will astound you! Great graphics and sizzling sound effects make this one hot shooter!

24

COMING ATTRACTIONS

Following in famous footsteps, Phantasy Star 4 is now on the U.S. production schedule! Check out all the inside info right here.



BASEBALL SO REAL...

18 MEG

RBI BASEBALL 4

SEGA GENESIS

TENGEN

OFFICIAL SEGA SEAL OF QUALITY

- Real Pro Ball Players!
- 1991 Player Stats!
- All 26 Pro Teams, each with their home stadium!
- Division Champs '83 to '91!
- "Home Run Derby" — and more!



All-new graphics and animation so awesome you'll feel like you're at the ballpark!



Every stadium is unique, with different fence distances, colors and indoor or outdoor fields.



Like a real manager, you select your lineup made up of real stars — and superstars.



Go for the fence against a pitching machine with your favorite hitter in "Home Run Derby."



Put yourself into a game-winning, heart-pounding "Game Breakers" situation.

...IT'S UNREAL!

RBI™ 4. The best just keeps getting better.

Buy your TENGEN games at Toys "R" Us, Kay-Bee Toys, Toyner, Bobbidge's, Electronics Boutique, Software Etc. and other fine retailers. Or call **1-800-2-TENGEN** to order.

RBI™, Y&A Major League, licensed by Tengen, Inc. © 1991, 1991, 1990 Tengen, Inc. Sega and Genesis are trademarks of Sega Enterprises, Ltd.

TENGEN VIDEO GAMES

LEADING THE WAY IN 16-BIT GAME TECHNOLOGY

875 Sycamore Drive, Milpitas, CA 95035 • 408/473-9400

MEGA PLAY

The All-Sega™
Magazine

SEPTEMBER/OCTOBER, 1992

Volume 3, Number 5

A SENDAI PUBLISHING GROUP, INC.
PERIODICAL

PUBLISHER, EDITOR-IN-CHIEF

Steve Harris

EDITOR

Ed Semrad

ASSISTANT EDITORS

Martin Alessi, Danyon Carpenter, Mike Forassiepi,
Mark Sarnecki, Ken Williams, Terry Minnich,
Mike Vallas, Ian Taylor, Andrew Baran,

REVIEW CREW EDITORS

G.O.G.; Dave; Mike; Bart

STRATEGY CONSULTANTS

U.S. National Video Game Team,

FOREIGN CORRESPONDENTS

Robert Hoskin, Hideki Shikata

WORLD NET™ CONTRIBUTORS

CTW-England; The SuperFamicom-Japan;

Games-X-England; Joystick-France;

Gamest-Japan; MegaDrive Bleep-Japan

Playcorp-Australia; Famicom-Journal-Japan;

Nintendo Magazine-Sweden; ASM-Germany

LAYOUT AND PRODUCTION

Direct Contact Inc.

John Stockhausen, Ad Coordinator

Suzanne Farrell, Ad Manager

Tim Ostermiller, Copy Editor

Juli McMeekin, Art Director

Colleen Bastien, Production Manager

CUSTOMER SERVICE

(515) 280-3861

NATIONAL ADVERTISING DIRECTOR

Jeffrey Eisenberg

Eisenberg Communications Group

2121 Avenue of the Stars, 6th Floor

Los Angeles, CA 90067

Brandon Harris, Account Executive

(310) 551-6587

SENDAI PUBLISHING GROUP, INC.

Steve Harris, President

Mike Riley, VP of Operations

Mark Mann, Financial Director

Cindy Polus, Financial Manager

Harry Hochman, Circulation Director

Renee Delgado, Circulation Manager

Harvey Wasserman, Newsstand Director

Donna Clepp, Newsstand Manager

John Stanford, Manufacturing Director

Debbie Maenner, Manufacturing Manager

Mega Play, The All-Sega™ magazine, (ISSN 1058-9171) is published bi-monthly by Sendai Publishing Group, Inc. 1920 Highland Ave. Suite 222, Lombard, IL 60148. Subscription rates for U.S. \$19.95, Canada and Mexico \$29.95, and all others by air mail only \$49.95. Single issue rates \$3.95. POSTMASTER: Send address changes to Mega Play, P.O. Box 7535, Red Oak, IA 51591-0535. For subscription changes, change of address, or correspondence concerning subscriptions call 1-800-444-2854. The editors and the publisher are not responsible for unsolicited materials. No part of this publication may be reproduced without the expressed written permission of Sendai Publishing Group, Inc. Copyright © 1992, Sendai Publishing Group Inc. All rights reserved. All materials listed in this magazine are subject to manufacturing change and the publisher assumes no responsibility for such changes. Printed in the U.S.A. Printed with pride! SEGA, SEGA MASTER SYSTEM, GENESIS and all appropriate software and hardware titles are trademarks of Sega of America and/or Sega of Japan. All other software and hardware titles are trademarks of the respective manufacturer/licensor. This magazine is neither produced nor endorsed by Sega of America and is published independently by Sendai Publications, Inc.

PRESS START

SEGA GROWS STRONGER!!

As you page through this issue you will probably see a few new companies being mentioned as Sega licensees. The biggest news, of course, is the addition of Konami U.S.A. and Capcom of Japan, two longstanding Nintendo-only software manufacturers. The list of new licensees doesn't stop with just these two though. Major companies like Sierra On-Line, JVC, Sony Imagesoft, Spectrum HoloByte, Domark Group, Microprose, Parker Brothers, Software Toolworks, THQ, Takara, TecMajik, and Tecmo have signed up to make Genesis, Game Gear and Sega CD games. All total, the U.S. Sega family now consists of about 47 licensees! Many of these, it should be noted, are working feverishly in order to have CD software ready when the new Sega CD-ROM hits the stores around Christmas. Although a few of the titles will be computer or video games ported over to CD-ROM, some, like Renovation's Cobra Command, will be all new and start to utilize some of the special scaling, rotation and zoom features which will set the Sega CD games apart from the normal carts. Throw in other CD's, like Batman from Sega, which will include moving video from the blockbuster movie within the game and this new Genesis/Sega CD combo system will really leave the competition in the dust.

Although Sega is devoting a lot of time, effort and money to give its CD system a proper introduction, that doesn't mean that all of the loyal Genesis and Game Gear users will have to go without any new softs this holiday season. Many of last years hits like Sonic the Hedgehog and Streets of Rage will be back in sequel form this Christmas. Each will have double the memory which translates into more action, more levels and more fun! Add in new-and-improved, true-to-life sports games from Electronic Arts, unequalled simulations from Microprose, hot action games from Tengen and Sunsoft and a new light gun and software that puts Nintendo's bulky bazooka to shame, and you get a library of 16 bit games unequalled in the industry.

We're very excited about what Sega has in store for us this Christmas season, and based on what they showed us at CES and promise to have out by the holidays, this should be the best year yet!

ED SEMRAD
Editor

P.S. For all of you looking for the new changes to the magazine, we just couldn't get all of them done in time. Stay tuned for our next issue which is guaranteed to blow you away!

CYBER-COP

ARE YOU TOUGH ENOUGH TO TAKE ON THE CORPORATION



It's a common belief that you can't be a
good cop if you're a bad cop.

Well, the UCC (United Cybernetic Corporation) is the
only company that's designed "THE
CYBER-COP" due to a nasty little defect - this
cop likes to kill.

It's not an accident that the UCC happened.
It's not a coincidence that the UCC created a
genetically engineered killing machine who also happens to have an
insatiable appetite for human beings.

Translated from the number one
European hit **CORPORATION**, you're the
CYBERCOP who's been chosen by the
government to crack the complex security
system of the UCC. Your mission: confiscate
the mutant robot they've designed as the
ultimate weapon.



For more information on this product, visit our website at www.sega.com.
SEGA is a registered trademark of SEGA Corporation.
© 1997 SEGA Corporation. All rights reserved.



For more information on this product, visit our website at www.sega.com.

SEGA is a registered trademark of SEGA Corporation.



But remember CYBER-COP: you're
completely on your own. Of course, you'll
arm yourself with a whole arsenal of
power - everything from hologram projectors
to infra-red image intensifiers.

If all goes well, you'll be a national hero. But
if the droid guards, sleeping gas and autolock
doors get the best of you - even your own
mom will deny that she ever knew you!



For more information on this product, visit our website at www.sega.com.
SEGA is a registered trademark of SEGA Corporation.
© 1997 SEGA Corporation. All rights reserved.

FOR PROMOS AND ORDERS, PLEASE CALL 800-VIRGIN97. VISA, MASTERCARD, AMERICAN EXPRESS AND CHECKS ACCEPTED.

MEGA MAIL



1920 Highland Ave.
Suite 222
Lombard, IL 60148

STREET FIGHTER 2 ON SEGA CD?

In the August edition of Mega Play I came across a letter that caught my attention. The topic of the letter was on Street Fighter 2 for the Genesis. Personally, I feel that if given enough time and thought, Capcom and Sega could together make a great translation of the most popular arcade game ever. I am sure that on the Genesis, it would contain the same great graphics and sound if it was a big16 megabit cartridge. There is a problem though, even with the same graphics and the same great sound, it wouldn't be the same without every one of the player's moves. The Genesis controller only has three buttons and I don't see how it could function with three instead of six. Is there any way that they can overcome this obstacle?

Scott Hersey
Santa Barbara, CA



Will SF2 come out for the Sega CD?

Ed. We completely agree with you Scott, a Genesis SF2 could be an awesome game but it will not happen as a cartridge. One never knows whether a Mega CD or Sega CD SF2 will come about. Capcom is very insistent that it won't happen as a Sega CD, but officials at Sega of America are hinting that it might. That is something that only time will resolve.

As far as a 6 button controller is concerned, we contacted Al Nilsen, Marketing Director at Sega and he stated that the Genesis is configured such that creating a 6, 8 or even a 10 button controller is not a problem! Now, if we can only convince Capcom to let Sega do

the SF2 CE for CD!

MORE COLORS NEEDED FOR THE GENESIS...

I found it necessary to respond to Michael Owens' Analyzing the Sega CD article in the last issue of Mega Play. Though it is heartening to see another "Sega Maniac" out there, I feel that he is very misinformed about the electronics which he purports to be so knowledgeable about.

I'll admit that it is up to the programmer to judge wisely about how the available colors should be used. Any programmer will tell you though, that having more displayable colors available in hardware not only makes the job easier and less time consuming, but also provides far better shading and detail in their game.

The best proof of what I'm saying has to do with the remark Mr. Owens was most incorrect about - the TV.

Television is based upon the NTSC signal standard which allows for analog coding of color information over radio waves. As opposed to Mr. Owens remark, the NTSC signal allows the family television to display 4.1 million colors. Because of this large number of available colors, television appears to have a higher resolution than it actually has. Also your eyes can discern 16.8 million colors!

Finally, with games like Reactor's Screaming Metal, and potentially completely full motion video games coming to CD, if Sega plans on impressing and keeping its gamers, hopefully there is still some, as of yet unknown, way of squeezing out at least 256 colors out of their system. If not they need to think of a cheap way to do so - quick!

C.K. Collymore
Gaithersburg, MD

(Ed. Mr. Collymore brings up some interesting points in his letter about colors. Unfortunately, at least when it comes to motion video, the number of colors displayed has a direct correlation to the amount of video a company can put on a CD. While 4.4 gigabits of data on a CD sounds like a tremendous amount of memory, especially when compared to the current 8 megabit games we are playing, it only amounts to about 2 minutes of broadcast quality, full screen, full-motion video! To lengthen that amount of time, programmers use several tricks.

First, they don't use full screen video, they use 1/4 to 1/2 screen.

Second, they don't use broadcast motion video which is 30 frames per second. Rather, the frame rate is closer to 15 frames per second and that is why the lip/voice synchronization is off in games like Sherlock Holmes.

Third, and related to Mr. Collymore's statements, programmers cut back from lots of colors to 16 colors!

Until companies start using data compression, like Phillips is using on their CD-I machine, we'll have to be content with CD motion video that is somewhat less than broadcast quality.)

WHERE IS?

You have been talking about a new game called Thunder Storm from Wolf Team coming out in Japan for the Mega CD. I may be wrong but I seem to have seen this game in the arcades some time ago and its name was Cobra Command. Are these two games the same?

Keith McGinnis
Bakersfield, CA

(Ed. Good memory Keith! The two games are indeed one and the same! Watch for a U.S. Sega CD later this year from Renovation!)



Watch for a U.S. CD version of Cobra Command coming from Renovation!



**IF YOU
CAN GET
TO THE
12TH ROOM,
MUTOID
MAN**

**GREET'S YOU
WITH
ROCKET
LAUNCHERS
& LASER
BEAMS!
IF YOU**

**SURVIVE,
THE
PLEASURE
DOME
AWAITS...**

**SUPER
SMASH T.V.[®]
ON GENESIS[™]
COMING
SOON FOR
GAME GEAR[™]**



**SCARFACE
MASSACRE!**



**RELENTLESS
ONSLAUGHT!**



**COBRA
EXTERMINATION!**



**TOTAL
CARNAGE!**



"Smash TV" © 1992 licensed from and a trademark of Williams® Electronics Games, Inc. All rights reserved.
Sega™, Game Gear™ and Genesis™ are trademarks of Sega Enterprises Ltd. Flying Edge™ is a trademark of
Aodhan Entertainment, Inc. © 1992 Aodhan Entertainment, Inc. All rights reserved.

**ARCADE
GAME
OF THE YEAR!**



LAST MINUTE UPDATE!!

Konami Inc., the leading third party supplier of video games for the Nintendo Entertainment System, has just announced that they are an official licensee of Sega of America, Inc. and they will soon be producing games for Sega's 16-bit Genesis game system.

The first game that they will bring out this holiday season will be an all new title - **TEENAGE MUTANT NINJA TURTLES - THE HYPERSTONE HEIST**.

Also scheduled to make it out this year is a 16-bit conversion of the coin-op hit **SUNSET RIDERS**. Players who frequent the arcades will immediately recognize this quarter munching classic as it was on the bestseller's list since its release last October.

Another original game designed especially for the Genesis system is **TINY TOON ADVENTURES**. Scheduled to come out in the Spring of 1993, this game will feature the lovable characters of the number one syndicated cartoon from Warner Brothers Animation in a romp through Wackyland.

In this press announcement Konami did not mention any game plans for the Sega CD or Game Gear.

Now with Konami making games for the Genesis, this leaves Capcom as the only big Nintendo licensee left who has not inked a deal with Sega of America. It should be noted that Capcom of Japan already has signed with Sega of Japan (see the Hi Tech Sega article on page 16) and it would appear to be only a matter of time before Capcom U.S.A. does the same. More next issue.



The arcade classic *Sunset Riders* will soon be coming out from Konami for the Genesis!

CARTOONS ON SEGA CD?

I always enjoy reading your magazine for the latest news on games for my Genesis. I have been wondering if it is possible to make a game more like a movie or cartoon motion picture. For example, could anyone make a game like Dragon's Lair 2 for the Sega CD? This type of game has real action yet it looks and plays like a cartoon. With the huge amount of memory that a Sega CD has, I would believe that game developers could do almost anything they wanted to.

Darren Bontempo
Marrero, LA

(Ed. You're right Darren, now that CD games can be measured in gigabits rather than megabits, almost anything is possible. Some of what you are saying has already happened in some of the Japanese Mega CD games. A few of the newer discs have cartoon like intermissions and cinematics that are approaching 10 minutes in length! Perhaps the best example of what you're talking about though, would be *Thunder Storm FX* by Reno of Japan. This game features painted-type scenes rather than the normal screens that we see in video games. Fortunately we will soon be able to see this game here in the states as *Renovation* will be bringing this CD out under its original arcade name of *Cobra Command*. For a sneak peek at what this game looks like, check out our *Mega File* on page 38.)

MEGA DRIVE PROBLEMS...

I have purchased a Mega Drive from Japan and with all the talk of incompatibility with the new Sega CD, I'm worried. Will the Sega CD work with my Mega Drive, or will I have to buy a Genesis to work the U.S. Sega CD?

Dean Kallas
Edmonton, Alberta

I have heard from Sega that the most recent Mega Drive cartridges are designed to work on the Mega Drive and not on the Genesis with an adapter board. Is this for security reasons? If yes, which titles?

David DeSantis
Houston, TX

(Ed. There's trouble in Sega city guys! Yes, there will definitely be a compatibility problem in trying to hook up a Japanese Mega Drive with the U.S. Sega CD peripheral. Right from the start Sega acknowledged that the U.S. Genesis wouldn't work on the Japanese Mega CD and that the Japanese Mega Drive wouldn't work with the U.S. Sega CD. The truth of the matter is that you will have to get a U.S. Genesis system.

Sega has indeed started to encrypt some of their game cartridges, David. Check out our indepth exclusive article on this very subject on page 14.

Judging from both of your letters, since David likes Japanese Sega carts and Dean needs a U.S. Genesis, perhaps you two could switch machines!

40 MEG SEGA CARTS?

I have several questions to ask. First, on the new Sega CD, I am wondering why Sega will be charging a hefty \$300 for their unit while Nintendo's will only cost \$200. I don't mind paying the extra money but why is Sega's 50% more than Nintendo's?

Another of my dislikes is that the games for Sega always have either 4 or 8 megabits of memory. Why don't they make games with 20, 30 or 40 megabits of memory like the Neo Geo? I have heard rumors that Sega tried to make carts with 16 megabits of memory on them and they burned up. If this is true, why?

Erick Dilone
Jackson Heights, NY

(Ed. The \$300 price for the Sega CD includes a lot of software besides the peripheral. When Nintendo announced that theirs will cost \$200 they didn't say as to what the player will be getting. Most analysts believe that a \$200 price point on a new CD-ROM drive would have to be without any software.

Sega has kept its software to 8 meg mainly because of costs. A 50 meg Neo Geo game sells for around \$200 and very few players would be able to spend that kind of money on a game.

Games do not burn up because of too much memory. *Shining Force* is a 12 meg game and it works fine!

FOOTBALL ACTION SO REAL, IT'S... BONE-CRUNCHING!



**BASED ON
THE ARCADE
SMASH!**

Super HIGH IMPACT

Super High Impact for Genesis brings the fast-paced action of the **BONE-CRUNCHING** arcade smash home. Choose from 18 hard-charging teams and over 30 plays, from a red dog blitz to a never-say-die super fly, "Yer Toast" if the HIT-O-METER rates your tackle "Dweeb", but you can settle the score with an all-out team brawl!

Stop watching from the sidelines... This is football action so real... it's Bone Crunching!



**PLAY
WITH
THE
PROS!**



**AUTHENTIC ARCADE
FOOTBALL ACTION!**

**BONE-CRUNCHING
TACKLES!**



OVER 30 OFFENSIVE



**SETTLE THE SCORE WITH
AN ALL-OUT BRAWL!**

A TEAM LIKE THIS COMES ALONG ONCE IN A LIFETIME.

Barkley, Clyde, Laettner, Larry, Magic, Malone, Michael, Mullin, Patrick, Pippen, Robinson, Stockton.

The greatest team in basketball history. The guys who turned up the heat at the Summer Games. And set a new hoops standard.

It's all there in TEAM USA BASKETBALL™. Every player, every high-flying move.

Like the team, this game is a true collector's item.

Available for just a limited time only. Individually numbered. Including the complete 3-card "Chorus Line" set of SkyBox® Collector's Cards.

Nowhere else in the entire world can you find this kind of hoops action.

Because it's the only time all these players join forces on the same side of the court. Each one shooting for the same goal.

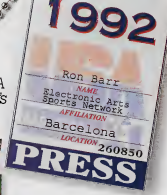
Talk about air superiority. You get more fireworks than the Fourth of July. Earth-shaking slams. World-class shot blocking and defense. The greatest long-range bombers anywhere.



Don't sleep through this chance to make the dream team. TEAM USA BASKETBALL is available for a limited time only.



There are new signature moves for each TEAM USA player. Pippins' "around the world dunk." Mr. Robinson's "windmill jam." Magic's entire bag of tricks. And standing between us and the gold is the rest of the world.



Rule the world court
TEAM USA BASKETBALL
is full 5-on-5 action with
international rules

Fifteen international teams include Divac's Team Yugoslavia, Marciulionis' Team Lithuania. Even an All-World Team—a squad of the best players from the rest of the world.

Everything's
played to inter-
national rules.
Twenty minute
halves. Thirty
second shot clock.
Trapezoid lanes.
Just like Barcelona.

EASN, the
Electronic Arts
Sports Network,
has coverage that's

nothing less than global. Famed play-by-play announcer Ron Barr is all over the court like a full-court press. Commentary. Highlights. Instant replay. Real-life stats. The medal ceremony. Plus EASN crews are stationed all over the map, beaming stunning location shots.

Prove to the rest of the world that some of the best things are still made in the USA. TEAM USA BASKETBALL is available for only a limited time for Sega Genesis and IBM.

Visit your local EA dealer
or order by phone any
time: (800) 245-4525.

Jump now or you'll
miss this shot.



Give the world a driving lesson it'll never forget.
Each TEAM USA member's style of play is authentic,
right down to individual signature moves.



Dominare in Barcelona and teach the
world how to sing our national anthem.
Or play for another country.



The world's most powerful airforce is captured
in this special SkyBox Chorus Line Collector Set.
Every game comes with a complete 3-card set.



If you are under 18, be sure to get a parent's permission before calling. Hotline requires a Touch-Tone telephone and is only available in the U.S. Average length is four minutes. Messages subject to change without notice. EASN and Electronic Arts are trademarks of Electronic Arts. Licensed by Sega Enterprises Ltd. for play on Sega Genesis systems. Sega and Genesis are trademarks of Sega Enterprises Ltd. USA BASKETBALL is a trademark and is the exclusive property of USA BASKETBALL.



65 cents for the first minute,
75 cents for each additional minute.

HI-TECH SEGA

MEGA DRIVE CARTS WON'T WORK IN GENESIS!

As we have reported on in the past, Sega has slowly and quietly been making seemingly minor changes to the circuitry on the motherboard of the U.S. Genesis game system. Little did we know that Sega was slowly setting up a process where, not only unlicensed carts would be locked-out, but also CD software and foreign cartridges as well. The sequence of events goes as follows:

1) The first change was noticed when certain games from Accolade and Electronic Arts wouldn't work on the Genesis which had the Sonic the Hedgehog cartridge as the pack-in. When questioned, Sega announced that the circuitry was changed as a 'cost saving measure'. The price of the system, was reduced from \$169 to \$149.

2) After this circuitry change, Sega brought out their Mega CD peripheral in Japan. When the new 'Sonic Genesis' was connected with the Japanese Mega CD, the U.S. sys-

tem/Mega CD combo wouldn't work. However, when the older Genesis was connected to the Mega CD, that combo worked.

3) A short time later Mega Play learned from its World Net sources that Sega was planning to make region specific versions of its CD-ROM peripheral. One version would only work with systems and games from Japan, a second version was to be only for North and South America, and a third version would be for Europe. After Mega Play broke the news, Sega confirmed that this indeed was their plan. It was to be done this way, they claimed, because the CD games would be including moving footage from movies, TV shows and other media. Sega could not easily, if at all, get world-wide rights to the footage that was to be included in the game.

4) A few months ago Mega Play learned of a new cartridge encoding system that was being tested. The

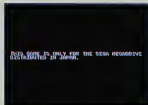
first production game to use this encryption was Dragon's Fury from Tengen for the U.S. Genesis. They used the encoding system to prevent the game from being played on non-U.S. Sega systems. When Tengen was contacted by Mega Play, officials there stated that the special 'lock-out' encoding was done to satisfy a specific request made by the company who developed the game - Tecno Soft of Japan.

5) Just recently, Mega Play has learned that Sega has been actively pursuing this cartridge encryption process for some time. They have been working with their licensees both here in the U.S., and in Japan and the first major use of this lock-out code appears in Sega of Japan's Ayrton Senna's Super Monaco GP 2 and in Tecno Soft of Japan's ultra hot shooter - Thunder Force 4.

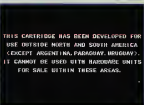
Is this the beginning of the end of the interchangeable international Sega cartridge? Possibly so. As we get more info we'll keep you posted.

MIX GAMES AND SYSTEMS FROM DIFFERENT COUNTRIES AND BE PREPARED TO SEE...

JAPANESE GAMES IN U.S. GENESIS



Plug in Tecno Soft of Japan's new Thunder Force 4 (left) or Sega of Japan's Super Monaco GP 2 (right) in your Genesis and get...



U.S. GAMES IN MEGA DRIVE



Play Tengen's Dragon's Fury on the Mega Drive and see...

CAN YOU TAKE THE TERROR?



SHE'S BACK!



FEEL THE SUSPENSE!



FEEL THE DANGER!



FEEL THE TERROR!

ALIEN 3[™] ON GENESIS[™] AND GAME GEAR[™]!

The Xenomorphs are fast, spit acid and are right behind YOU! The motion tracker is your only warning. No time to think, no time to catch your breath...RUN!

Can't see very far ahead in these air ducts. Hard to breathe. Face-huggers can be anywhere. Must find a Queen Alien. The closer you get, the more Aliens you find...better not have them find you first!

Just keep telling yourself, "THIS ISN'T REALLY HAPPENING. IT'S ONLY A GAME."



Alien 3[™] & © 1992 Twentieth Century Fox Film Corporation. All rights reserved. Sega[™], Game Gear[™] and Genesis[™] are trademarks of Sega Enterprises Ltd. Arena Entertainment[™] is a trademark of Arena Entertainment. © 1992 Arena Entertainment. All rights reserved. Screenshots shown are taken from Alien 3[™] Sega[™] Genesis[™] format.

CAPCOM TO START MAKING MEGA-CD DISCS

Capcom of Japan has just announced that they will be making games for Sega's Japanese Mega CD system.

This changes a long standing agreement with Nintendo of Japan whereby Capcom of Japan would not make games for a 'competing' system. Capcom could license the rights to some of its games to other companies, like Sega, but they never actually would make the games themselves. In addition, the games they would license to Sega, could not appear simultaneously on a Nintendo format. One reason for this change, sources in Japan tell us, is the fact that Nintendo of Japan does not presently consider the Mega CD a 'competing' format. With

this looser policy, we now can begin to see international CD games from companies like Capcom and Konami.

The first game which Capcom will bring out for the Mega CD is a complete version of Final Fight. This game will differ from the Super Famicom and Super Nintendo carts in the fact that with tons of extra memory, all of the levels in the arcade version will be in the CD game. In addition, where the Super Nintendo version had Cody and Haggar, and the newer Super Famicom version of Final Fight Guy had Guy and Haggar, the Mega CD will have all three characters! Sources also tell us that in this version, you will be able to play a two player simultaneous game!



All of the arcade levels will be in the Mega CD version!

FINAL FIGHT...MEGA-CD vs. CART

SEGA MEGA-CD



SUPER FAMICOM CART



There will only be minor graphic differences between the Mega CD and the Super Fami cart, The Mega CD will be 2 player cooperative.

Besides these improvements, Capcom will also be able to enhance the audio section of the game. With only a small portion of the CD actually devoted to the game graphics, we can expect to hear some real killer tunes that now can be done in stereo and with the fidelity and clarity of a normal audio CD.

In a similar fashion, Capcom announced that they will be doing a new version of Strider for the Mega CD. This also will be a 'complete' version and go beyond anything seen before on cartridge.

At this press announcement, Capcom of Japan did not announce or acknowledge that a version of Street Fighter 2 was being worked on for the Mega CD.

Capcom U.S.A., when contacted, stated that they currently have no plans to do any of those games here in American for the Sega CD. Likewise, Sega of America would neither confirm nor deny that they will do a Capcom game on their Sega CD.

"Nice Shot."

C'mon, sink one more.

Your title's at stake.

So stroke a mean cue.

And don't get caught

behind the eight-ball.



© 1992 Data East Inc. All rights reserved. Sega and the Sega logo are registered trademarks of Sega Enterprises, Ltd. in Japan and other countries.

SEGA, the SEGA logo, GENESIS, the GENESIS logo, and the GENESIS logo are registered trademarks of Sega Enterprises, Ltd. in Japan and other countries. All other trademarks are the property of their respective owners.

MEGA TRICKS!!

The Ultimate in Sega Secrets!!

TAZ MANIA

(Sega/Genesis)

Max Out Lives and Continues - In the second area of the Badlands, go to the very top-left of the stage and grab the 1-Up. Now, go to the right and when you see the rock monster, make him follow you until you see the continue symbol. Use the rock monster as a stepping stone and grab the continue. Go to the right and touch the trophy. Keep going down the bridges until you reach the last rock monster. Jump on him and up the platforms until you reach another 1-Up and continue. Die and repeat to max out your lives and continues!



At the top-left, grab the 1-Up.



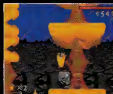
Let the rock monster follow you.



Jump on his head to get the continue.



Touch the trophy and go down the bridges.



Get to the last rock monster and jump up from his head to the platform above.



Go up and to the right to collect a 1-Up and a continue. Repeat for more continues!

Ron Chan, Seattle WA

FREE!
Instructions,
Tips & Secrets
Video Plus
Newsletter
upon purchase

THE GRIVIE HANDLER

ONE-HAND CONTROL

Sega
Genesis™
COMPATIBLE

16-Bit

MM
CONTROL

COUNSELOR 1-800-800-7185 HOTLINE

Sega and Genesis are Trademarks and Copyrights of Sega Corporation, Ltd.
GRIVIE HANDLER is not licensed by or affiliated with Sega Enterprises, Ltd. Copyright 1991 MM Control.



DAVID ROBINSON'S SUPREME COURT

(Sega/Genesis)

Supreme Court Codes -
These awesome codes will take you to the final games as you play against the computer. Once you win one of these games, you can play against Robinson's Stars. Enter

these codes on the pass-word screen: L.A./Detroit - CABCDEA1F; Chicago/N.Y. - ASTURBQ1E; N.Y./Detroit - FMJCLJY1B; Detroit/L.A. - WYBCDEAYU.

Hugo Sanchez Ornelas
Mexico, DF. Mexico



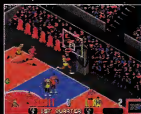
L.A. (1 player) against
Detroit (computer)



Chicago (1 player) against
N.Y. (computer)



N.Y. (1 player) against
Detroit (computer)



Detroit (1 player) against
L.A. (computer)

DEVILISH

(Sages Creation/Genesis)

99 Balls - To achieve the ultimate trick in Devilish, just put in this code. When the title screen comes up, press the START button. Now hold buttons A, C and LEFT on the control pad, and then press START.



When you get to this screen, choose your players and do the trick.



Once you do this, you will see that your stock has increased to 99.

Bo House
Cove Ridge, VA

CONTROL

3021 Bethel Rd. #208
Columbus, Ohio
43220

"Make Musashi The Ninja Run Backwards!" *Revenge of Shinobi*

Here's a neat trick you can do only with GAMEHANDLER GS. To add new challenges to Revenge of Shinobi from Sega, try to beat the game running backwards. All you have to do is tip the nose of your GAMEHANDLER GS controller upside-down. Now Musashi the Ninja runs backwards and must stop momentarily to fire his weapon. See how good you really are.

**WATCH THIS SPACE FOR MORE SECRETS
AND TRICKS YOU CAN DO... ONLY WITH
GAMEHANDLER GS®!**

Here's a cool trick for Saint Sword from Teito. Again, only with the GAMEHANDLER GS controller, you can make Macress as Birdman Hyperwarrior — actually disappear and reappear around the screen. We're still learning more about this trick, but if you push your button and flick your wrist quickly you can escape the bad guys and actually go through walls and barriers.

"Make Macress As Birdman Disappear!" *Saint Sword*

Revenge of Shinobi is a Trademark and Copyright of Sega Enterprises, Ltd.
Saint Sword is a Trademark and Copyright of Teito. All other names are Copyright 1992 All Rights Reserved.

NO CODES!

NO PROGRAMMING!

FERRARI GRAND PRIX CHALLENGE

(Flying Edge/Genesis)

Race Select - You have a choice of many races when you enter these codes on the password screen:

Belgian GP
W4N6L:PHMX6
61KPR:HML2M
NXG32:1FDNF

Italian GP
QVVWD:HJZ2F
THPN6:WML2M
NDXH3:BNCFK

Portuguese GP
3WLN6:5FF6K
GVSMC:RG51T
K15DT:6QCSP

Spanish GP
WSXWF:3FRDQ
ZBXLH:HML2M
NSSGB:2TCQJ

Japanese GP
1WRRT:BMSRJ
JF3K4:NKMX
KQCSS:VJDJH

Australian GP
VGFCG:BNX6P
1R6J4:LR4HR
MWCSK:VNBTC



Go to the password screen and enter these codes for different tracks to race.



Choose from many different GP races, depending on which password you decide to enter.

Heather and Scott Slauson
Fayetteville, AR

DESERT STRIKE

(Electronic Arts/Genesis)

Start With 10 Lives - If you think that you need some extra help with your missions, this trick is for you. To achieve the awesome power of 10 lives, enter this

code at the password screen:

BQQQAEZ

When you start your mission,

you will notice that your lives have increased from the usual 3 to an incredible 10!

Tony Herold
Flushing, MI



Press the A button on this screen and you will get to a password option.



Enter your password at this screen to access the extra lives.



Your stats will show that your lives have increased to 10!

KRUSTY'S SUPER FUNHOUSE

(Flying Edge/Genesis)

Cool Passwords - We have provided you with all of the passwords needed to finish Krusty's Super Funhouse. At the title screen, enter the following codes to get to higher levels:

Level 2: WHOAMAMA

Level 3: FLANDERS

Level 4: BROCKMAN

Level 5: SIDESHOW

Within each new section of the levels, you will see



Explore through new levels of challenge.

many more doors just waiting to be conquered. Have fun!

Matt Clarke
Myrtle Creek, OR



At the title screen, enter your desired password.



You may even find hidden bonus rooms!

SPLATTERHOUSE 2

(Namco/Genesis)

Instant Reset - To instantly reset Splatterhouse 2 from the controller, just follow this simple method. While you are in the game, press A, B, C and START. You will instantly reset the present game.



While you are in the middle of the game, do the trick.



When you do this, the game will reset itself and you can start over.

Vance Thinh
Milpitas, CA

STEEL EMPIRE

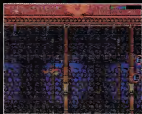
(Flying Edge/Genesis)

Start On Second Stage - Here is a very easy way to start at the

second stage in this intense shooter. Go to the title screen.

At the title screen, hold the B button and press START.

Tim Turner, San Diego CA



SHADOW OF THE BEAST

(Electronic Arts/Genesis)

Immortality - Here is a great trick that will keep you alive throughout the whole game (if you are careful). First, play the game normally and then die. When the game asks you to put in your initials, enter ZQX. Then press and hold A,

B, C and START at the same time. Once you start back in the game, you will still lose hit points, but when you reach 0, the counter will reset itself to 12 or 11. A word of warning, though: if you fall into a pit, you will be stuck and then you

will have to reset the game. You will not be invincible until you do the method again after that.

Tim Riley
Redlands, CA



Play a normal game first, and then die to enter your name on the high score screen.



Enter your initials as ZQX and then press and hold A, B, C and START.



After you get back into the game, you will lose hit points, but you will not die!

TWO CRUDE DUDES

(Data East/Genesis)

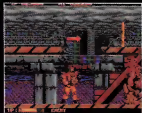
Extra 3 Continues - Here is a rather simple method to gain a few continues and get further in the game. Start a one player game and go through it as normal. When you are on

your last continue with only a little bit of energy left, press START on controller 2, kill off your first player and play as the second player with a full load of 3 extra continues.

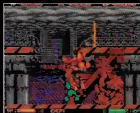
Now, you can get further in the game.

ier in

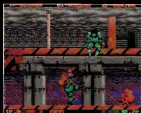
Sean Lindberg
Portage, MI



Once your first player is low on energy, join in on the 2nd controller.



Finish him off with the second player and you will have three extra continues!



Now you can use your second player to take over and finish higher levels of play.

WHEN YOU THINK SEGA... THINK DIE HARD

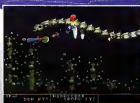
WITH SO MANY GREAT GAMES OUT,
AND SO MANY GREAT ONES COMING,
AND A CD, WHAT ELSE COULD YOU BE THINKING?



SONIC 2



BATMAN RETURNS (CD)



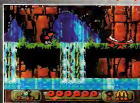
BIO-HAZARD BATTLE



X-MEN



SUPER HIGH IMPACT



GLOBAL GLADIATORS



YOUNG INDY JONES



STREETS OF RAGE 2 (16M)



LAND STALKER (16M)



THUNDER STORM FX (CD)



WONDERDOG (CD)



MONTANA 3 (CD)

THESE ARE JUST SOME OF THE GREAT NEW LINE-UP. GET READY FOR A
SEGA SURGE! WE CARRY A FULL LINE OF SEGA PRODUCTS. THERE'S SO
MUCH MORE TO COME. FOR NEW RELEASE INFO OR TO ORDER CALL:

818-774-2000

VISA, MASTERCARD, DISCOVER & C.O.D.'s WELCOME

SEGA & GENESIS ARE TRADEMARKS OF SEGA. GAME TITLES ARE TRADEMARKS OF SEGA OR ITS LICENSEES. HAVE A GREAT DAY!



COMING ATTRACTIONS



PHANTASY STAR IV Genesis / Sega

It is the year 2284. Dark Force has been quietly infesting planets for quite some time now.

Your band of fighters has received word of Dark Force's intentions and they have pledged their lives to halt his advances.

Can you handle the exploration of many planets and fighting swarms of Dark Force's minions? If so, *Phantasy Star IV* will be the choice for you!



Phantasy Star IV promises to be one of the longest RPGs for the Genesis.



1987
PHANTASY STAR

Master System owners had their first view of RPG fun with the original *Phantasy Star*.



The stars of *Phantasy Star IV* should look familiar to any dedicated player of the famous *Phantasy Star* series.



1989
PHANTASY STAR II

Phantasy Star II was a 6 Meg masterpiece that took many hours to complete.



1990
PHANTASY STAR III

8 Megs of power and endless puzzles made *PS III* players strive to get all four endings!

HUNT OR BE HUNTED!

PREDATOR 2 ON GENESIS



SEARCH THE ROOFTOPS FOR THE
PREDATOR'S HIDE



SILENT. INVISIBLE. INVINCIBLE... The Predator is in town with a few days to kill!!!! It comes from a distant world... Invisible, it's armed with powerful weapons unlike anything we know. It mercilessly stalks humans... for sport.

As Lt. Harrigan, it's up to you to rescue innocent people from the clutches of the evil drug gangs - before they become trophies of the Predator. Search the streets, rooftops and subways until you confront it.

Get Predator 2 on Genesis... before he gets you!



WATCH YOUR BACK, THE
PREDATOR'S IN THE SUBWAY!



BEAT THE PREDATOR OR
JOIN HIS TROPHY CASE

SEGA
GENESIS
16-BIT SUPERPOWER

ARENA
ENTERTAINMENT

SEGA
GENESIS
16-BIT SUPERPOWER

Predator 2 © 1992, 1993, 1994 Twentieth Century Fox Film Corporation. All rights reserved. Sega and Genesis are registered trademarks of Sega Enterprises, Ltd. in the U.S. and other countries. Arena Entertainment is a registered trademark of Arena Entertainment. All rights reserved.

PHANTASY STAR GAIDEN

Game Gear / Sega of Japan

Phantasy Star Gaiden is for Game Gear owners who want a real RPG, not like PS Adventure, a board-game type RPG.

Venture the countryside with your trusty sword and magic while your party helps you gather money and info for later use.

You can locate new and hidden vistas, kill vile enemies that roam the countryside, and save your adventure on the battery backup feature! Phantasy Star Gaiden will entertain for hours.



Take a relaxing walk through the forest and find a little hut off in the distance.



Welcome to the Inn. The cost is low, so sleep well and regain your strength for tomorrow.



Consult the town librarian for information on the trouble that has been plaguing your planet.



Time to test your strength. The creatures are weak, but there are more to come!

OUT OF THIS WORLD 2

Mega Drive / Delphine of Europe

Many of you avid Mega Play readers have heard that Out of This World was to be released on the Super NES format. Well, surprise, surprise Mega Drive owners! You will be receiving the sequel to the ultra-hot action game from Delphine of Europe!

Lester Knight Chaykin takes on a whole new realm as he fights his way through lush tropical rain forest and deadly armored fortresses. Equipped only with whatever crude weapons he can find, Lester will face untold dangers from enemy troops and booby-trapped areas.

The graphics are crisp and beautifully rendered with color to bring out the essence of the rain forest. The same roto-scoped animation that made the computer version so smooth is also present in this powerful and creative sequel!



Well, what do we have here? It looks like a familiar shoot-out on this rickety old bridge.



You had better jump off that weak branch before it breaks!



If Lester can muster up the courage to pull the lever, he just might be safe...or will he?



One of the new techniques is learning how to hold on for life.

LAND STALKER - THE EMPEROR'S TREASURE

Mega Drive / Sega of Japan

From the same developers that created *Shining in the Darkness* and *Shining Force* for Sega, comes what may be the most ingenious and largest (16 meg) RPG to hit the video game screen!

Land Stalker is an RPG with a special flair. The entire game is rendered in 3-D fashion giving the illusion of looking down on the towns from a far away building.

This is a brand new kind of RPG. As you move your character around the town, he actually disappears behind buildings. The map on this page is just one of many huge areas to explore.

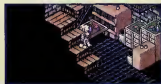
Land Stalker has plenty of monsters to fight, lots of areas to explore and a huge quest to keep you busy for days. Introduce yourself to a new generation of games with Land Stalker. RPGs may never be the same again!



This bridge links the two halves of the town. Examine the house on the other side.



Walk into the lighthouse to get a view of what lies ahead. Treasures are yours to find!



Before you climb the stairs, it may be profitable to search the cabinets on the side.



You have made it to the top. Be sure to scan the entire area to learn of future journeys.



At the Inn, you can regain your hit points by catching a few winks in a comfortable bed.



DEADLY MOVES

Genesis / Kaneko

This exciting action game recreates the fury and explosiveness of international boxing. Players will fight for their lives against ten of the most deadly opponents ever assembled.

Enemy bosses can be programmed to attack in several ways! As you fight, you will notice that the weather and seasons change as you play. Prepare yourself for Deadly Moves!



Ooof! What was sure to be a nasty hit was skillfully dodged. Now, quickly counterattack!



Take on this muscle-bound goon and show him that you have the superior strength.

GLEY LANCER

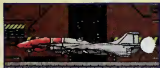
Mega Drive / Masiya of Japan

In the year 2025, a huge fleet of alien warships threaten earth. With the rest of the fleet blown away, only one ship was capable of driving them back: the Star Hawk Class CSH-01-XA Gley Lancer!

You play Lucia Cabrock as she fights through 12 invigorating levels of intense fighting action. Collect power-ups for seven different weapons and seven movers to aid in your effort to drive back the alien invaders from your home-world.

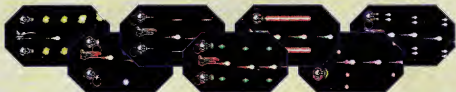


The fair maiden? Heck no! This woman is the pilot of Gley Lancer and she is all business!



Witness Gley Lancer, the most powerful fighter in the entire fleet. Capable of blistering speeds and immense firepower, this ship can hold its own in any type of combat situation!

TOTALLY HIGH-POWERED WEAPONRY!!



Everybody needs a buddy, so select from seven movers to help the Gley Lancer!



Meet the first level boss! Destroy the two waving arms and aim for the central body.



Introducing the second boss. This one is rather easy if you avoid the missiles.

FACEBALL 2000

Game Gear / Riverhill Soft. of Japan

Having a rather grumpy day? Would blowing away famous smiley faces make you happy? Then Faceball 2000 is just for you!

In this two player simultaneous game, each combatant has their own perspective of the 3-D maze. Chase each other around and attempt to make the most tags before you get tagged out!

Faceball 2000 is an addicting game that is sure to be a hit!



The view is from a 3-D perspective. With two players, Faceball 2000 is a great party game.



Here are just two of the many choices in the Smiloid selection menu.

Mega Drive / Sega of Japan

Choose to play in the championship mode and you can save your winning progress to the built-in battery backup.



Take the corners at blistering speeds, but keep an eye on the countdown timer.



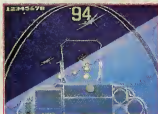
Punch it! The straightaways are a great place to make up for lost time.

Genesis / Sega

From the opening introduction to the final landing back home, you will soar to new heights with G-Loc for your Sega Genesis.



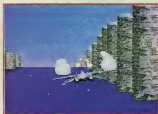
Look at this! This bonehead is flying right toward us. Riddle him with bullets!



Inverted flying is no problem. It may come in handy when fighting strong ground targets.



**Your flight computer has
locked onto an enemy fighter.
Use missiles for the kill!**

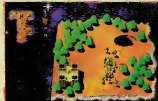
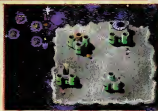


Watch those pillars! Enemies will occasionally hide behind them and fire at your flank.



Genesis / Virgin

Your purpose is to raise a bunch of brainless humans to advance themselves and overcome tendencies of violence and war.

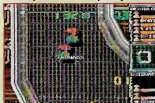


Genesis / JVC

You don't simply drone around the track; you can shoot opponents with on-board weaponry and knock them off the course! Use your quick reflexes and uncanny driving ability to destroy the other cars and win!



Red; Mega Drive; Duo; Sega CD; Mega-CD; Mega CD-ROM; Cr

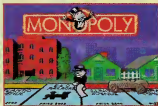


... Gear Yellows, Jupiterian Colors, Faint, Glowing, Misty Systems

Genesis / Parker Bros.

Do you feel like playing a nice game of Monopoly? Has your little sister taken all of the play money and given it to her dolls? Well, Parker Bros. has got you covered with Monopoly for the Genesis.

Every aspect of playing Monopoly (except for your cheating siblings) is expertly recreated. Roll the die and watch your animated playing piece move about. Buy up all the land you can, and set up houses and hotels to become a true millionaire!



The animated hand throws the dice across the board and you move accordingly.



After the dice is rolled, your piece moves on the board until it lands on the property.



Do not be afraid of the police wagon . You are only visiting the jail...this time.



You can auction properties on this screen. You and your opponent bargain for land.

Genesis / Parker Bros.

The original mystery board game will be available to all aspiring detectives on their Genesis!

Pick your character from a cast of six. Up to five more people can join in the fun. Watch the hand as it rolls the die and you move your playing piece throughout the mansion.

Visit the rooms to collect evidence and accuse other people of the murder. Clue is great fun if you do not feel like dragging your old board out of the closet.



Here is the layout of the mansion. Many rooms must be explored to find the murderer.



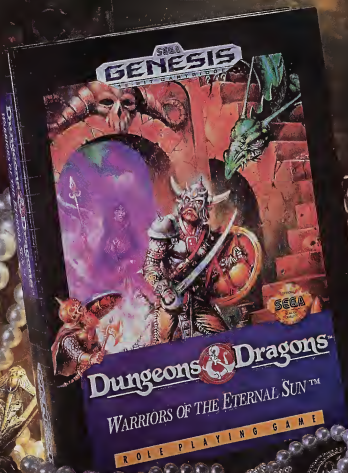
Here is the fun part. You can accuse people of the murder and watch their story unfold!



Here, you have the option to interrogate and accuse people of being murderers.



Look! The evidence is right on the table! Could this be the murder weapon?





Sharpen thy sword. Raise thy shield. Cast thy mightiest spell. For the DUNGEONS & DRAGONS™ game hath joined forces with Sega™ Genesis™.

Daybreak, the darkest hour of the final day. Furious goblins massing for a decisive attack surround your characters and their liege lord, the Duke. But before they can strike, an immortal force intervenes—transporting the Duke's castle and its occupants to a mystical valley. Where a red



sun flares eternally at high noon. And your characters are surrounded by mutant Beastmen. Locals who are anything but friendly.

Welcome to **WARRIORS OF THE ETERNAL SUN™**, the first official **DUNGEONS & DRAGONS™** role playing game



for Sega Genesis. It has all the classic spells, weapons, experience points and levels of the **DUNGEONS & DRAGONS** game. And characters each player can create themselves.

Descend into a world with dungeon levels so real your characters can scope them out, and fight it out in real time, first person 3-D. While automatically mapping their subterranean progress.

And on the surface, make sure your characters are extra vigilant. For at every turn, their battle tactics will determine success. The question is, can your characters

live long enough in this mysterious new world to forge strong, new alliances before the castle is attacked? And can they unravel the dark, buried secret of the entire valley before it drives the Duke hopelessly insane?

Throw in your favorite **D&D™** spells, weapons, tunnels, powers, good guys and bad guys, and one thing is certain. On your own, your characters might make it through **WARRIORS OF THE ETERNAL SUN**.



Or perhaps you'll have to consult the hint book* for survival tips. But either way, it's going to be a very long day.



THE CHOICE IS SIMPLE: THE CHOICE IS SEGA. Genesis gives you more than 150 hit games, hot ideas like Sonic The Hedgehog™, Kid Chameleon™, Sports Talk Baseball™ and Joe Montana II, Sports Talk Football™, and the lowest price in 16-bit systems. *Hint book sold separately. Cover illustration © 1992 Clyde Caldwell. Used with permission. DUNGEONS & DRAGONS, D&D, and WARRIORS OF THE ETERNAL SUN are trademarks owned by TSR, Inc., and manufactured under a sublicense from Strategic Simulations, Inc. © 1992 TSR, Inc. All rights reserved. SEGA and Genesis are trademarks of SEGA. Game titles are trademarks of SEGA or its licensors. See individual box for details. © 1992 SEGA. All rights reserved.

MANUFACTURER	MACHINE	DIFFICULTY	AVAILABLE
SEGA	GAME GEAR	MODERATE	DECEMBER
CART SIZE	NUMBER OF LEVELS	THEME	% COMPLETE
4 MEG	N/A	ACTION	40%

I'm totally psyched about my new adventure on the Game Gear!



SUPER SONIC SPEED ON THE GO ONCE AGAIN!

That's right! The Game Gear is about to set new speed records! Sonic 2 is the first four meg cart for the Sega portable, and has more than before! More speed, skills, levels and especially more Sonic!

This time around, Dr. Robotnik is up to some new mischief. He has just assembled one of the largest weapons in the galaxy: the Death Egg! To protect it, the whacked out scientist created the most fearsome, elite robot fighting force in the universe - the Roboswat team!

Well, you know our hero in blue is not going to tolerate that! So, Sonic is out and ready to correct things before Dr. Robotnik hatches his plan and uses the Death Egg to gain total control of the galaxy! Can you and Sonic triumph?

SONIC THE HERO



Does Sonic really need an intro? He's back with more speed and great new skills for you to use!

DR. ROBOTNIK THE VILLAIN



He is still a power hungry megalomaniac with a skill in robotics. Can you stop his killer Death Egg?



FIRST 4 MEG GG CART!



SONIC THE HEDGEHOG 2



SEGA
GAME GEAR

LOOSE FACTORY RIPPED GAME SYSTEM

NEW AND IMPROVED SKILLS!

HANG GLIDING



Sonic is in for the adventure of his life, so he had better watch out! Dr. Robotnik knows of his new skill and has created a army of flying techno terrors to stop him.

RUNNING



How can you have a Sonic game without a little fancy foot action? Now that Sonic is experienced enough with his grit or speed, he can go faster than ever on the Game Gear! He can even do the loops that were found in the original Genesis version of Sonic! Build up your speed and zip through the game with blinding quickness.

RAILCART



As if Sonic needs a device to make him go any faster! Nevertheless, he has to ride a railcart through a whole maze of twisting turns and jump gaping holes!

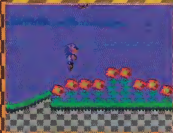
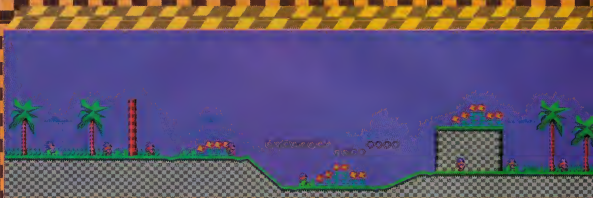
BUZZ-SAW



Just like before, Sonic can perform his clever roll-up-into-a-ball-and-become-a-buzz-saw move while running! Remember, he needs good momentum for it!

Don't worry, guy! There are two more pages of my ventures! Bet I'll beat ya to the next page!





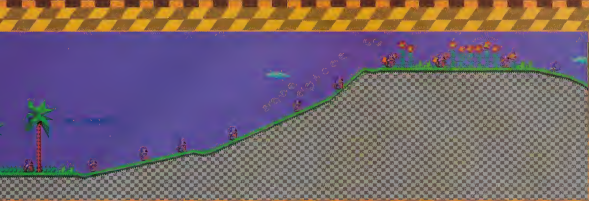
In the first level, watch for several things. First, there are hidden rings scattered all over the place. Look for ways to get to them. One way would be to jump on the flowers. They will spring you up to areas that you otherwise can't reach!



About time you got here! What kept ya? Anyway, now you can see more of my super-hot sequel. I think I deserve this little break after running around all day long!



Check out my awesome moves! Loops are a cinch!



TIME TO GLIDE!

Now it's time to put your newly acquired skills to good use! First, you will be hang gliding through the clouds. Beware of the thunderstorm! Amid rain and clouds, you will need to dodge giant lightning bolts in order to land safely! Later, you will need to take a dash down a vast, cavernous mine shaft while riding in a speedy railcart! Make sure you time your jumps, or you'll be sorry.



THE MINE DASH!



COBRA COMMAND

MEGA
FILE

MANUFACTURER	MACHINE	DIFFICULTY	AVAILABLE
RENOVATION	SEGA CD-ROM	MODERATE	NOVEMBER
CART SIZE	NUMBER OF LEVELS	THEME	% COMPLETE
N/A	10	ACTION	95%



The live-action animation makes this game come alive unlike any other home video game.



Engage the enemy at close range using your vulcan cannons for maximum efficiency.



Easter Island becomes the scene of an intense aerial battle.



Fly through the ruins of Rome hunting your adversaries!

The Future is Now

Thanks to Sega's CD-ROM System, the future of video gaming technology is here today. Introducing Cobra Command by Renovation for the Sega CD-ROM System.

In this assault helicopter combat simulator, your mission is to thwart the increasing terrorist activities which may affect worldwide peace and security.

You control a state-of-the-art chopper with some of the most deadly weapons around. The Cobra relies on its intense speed, incredible maneuverability and sophisticated tracking systems. You must use these advantages to help you in your fight which takes you around the world.

Rip through ten of the most graphically extreme levels in the history of video games. The animation is so richly textured, it seems that you can feel the acceleration of the Cobra attack helicopter.

Get ready to feel the sting of Cobra Command and help secure world peace!

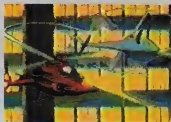
THE TRAGIC END OF A HAPLESS AVIATOR



WITNESS THE POWER OF CD-ROM TECHNOLOGY



STAGE 1



NEW YORK

In New York, you must maneuver your helicopter through downtown to attack the thriving terrorist operations. Keep your eyes peeled for enemy helicopters while steering clear of buildings. Also watch out for enemy movement on the ground!

THE PACIFIC

Take the battle against terrorism to the high seas by eradicating the enemy's naval forces. Decimate battleships and aircraft carriers with your laser-guided weapons systems. Be wary of attacks by jet fighters and other enemy aircraft!



STAGE 3



STAGE 4

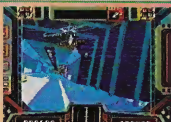


EASTER ISLAND

Journey to far-away Easter Island and engage your foes among the mysterious stone sculptures. The enemy battalions will assault you with heavy ground-to-air fire and aircraft loaded with heat-seeking missiles.

THE JUNGLE FORTRESS

Penetrate the jungle to attack this secret base. You must elude other helicopters and enter the base through a small opening! This is not easy, because maneuvering an assault chopper through narrow corridors takes a lot of skill.



STAGE 5





Green dog



MEGA FILE	MANUFACTURER	MACHINE	DIFFICULTY	AVAILABLE
	SEGA	GENESIS	MODERATE	NOW
	CART SIZE	NUMBER OF LEVELS	THEME	% COMPLETE
	4 MEG	12	ACTION	100%

TOTALLY TUBULAR TREK, DUDE!

O.K., like, this is a gnarly game! Greendog is just your ordinary surfer dude who likes to throw a little frisbee and ride the waves of the half-pipe. One day, he hits a totally massive wave and lands bottom-end up with his head in the sand and a cursed pendant on his neck. His girlfriend, Bambi, tells him he must find the six pieces of ancient Aztec treasure before he can remove the necklace. That would not really be so bad (because the pendant looks totally rad!) if it were not for all the animals going totally berserk when the pendant is around. Additionally, Greendog cannot surf until he gets rid of it. Bogus!

The back of the pendant reveals six caribbean islands where the ancient pieces of the surfboard are

located. So, Greendog jumps onto his pedal-copter and goes in search of the ancient treasure and his surfing freedom!

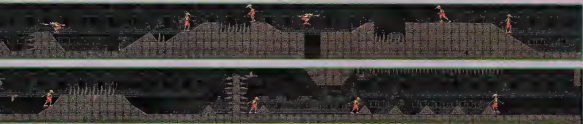
Greendog is a humongous game. There are twelve great levels that let you get into the story. The really radical thing about these levels is the diversity of things to accomplish. You go from the jungle with killer boomerang throwing natives to the Aztec ruins with fire breathing, dart throwing, wall collapsing totem poles! You must traverse the aquarium with the giant killer clam and jump the parking meters in Jamaica before you go into the voodoo condemned subway! This brings you to the cave of St. Vincent, which is constantly flooding and has a bad infestation of deadly pirates.

The smooth graphics and game play will make you want to ride the wave of fun for hours!

Here we have our hero, Greendog, swinging through trees with the greatest of ease!



You can get a lot of food and power-ups out of these totem poles, dude! Just keep hitting them with the frisbee.



(Above) The bogus killer pirate guards the treasure in St. Vincent's cave.
(Below) These Jamaican subways have some bizarre bag ladies!



(Right) Jump that meter like you were born with wheels for toes. (Below) I n the pedal-copter looking for fun in the air!



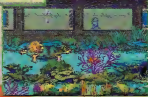
Look at this totally radical skateboard park! Do you have what it takes to shoot the tube and hang ten despite the spikes and pits?



Shoot the cool half-pipe in St. Vincent's cave. You will gain mega points for killer moves!



(Above) These days, it's hard for a surfer dude to keep his head above water. (Below) Watch out for the nasty clam clamp, man! It's a total bummer!



On the beach, you can always get a good meal from the pelicans. That is, if the dog does not eat the stuff first! This poor mutt is really hungry!



Soda Hamburger



Donut French fries



Hot dog Tamale



Time piece Pizza slice

Here are a few of the useful and edible things you will find behind totem poles and in trash cans.



Yes! The six pieces combine to make an ancient surfboard of the Aztecs. Now Greendog can ride the waves again!

EX-MUTANTS



Spikes require careful jumping skills. Perforation doesn't do much for your social life!



Invalidate Sluggo's fortress and free the rest of the Ex-Mutants. They are counting on you!



My minions await you in level one!

IT IS AN AGE OF STRIFE...

No one thought it could happen. A nuclear holocaust has swept across our world, and mankind approaches possible extinction. Un-mutated beings are hunted down and forced to fight in vicious blood sports. Sluggo, the vile, mutant overlord, is determined to eradicate any being resembling a human. Normal humans are now referred to as Ex-Mutants. Now the fate of the human race is up to you. Take the role of either Ackroyd or Shannon, and free your people from the fist of tyranny. As Ackroyd, bash the mutated freaks with your trusty battle axe. If you choose to be Shannon, a powerful morningstar will allow you to waste anything in your way!

The Power Ups!



1-Up



Money



Bombs



Explosives



Food



Life



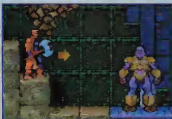
Homing Orbs



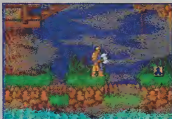
Mines



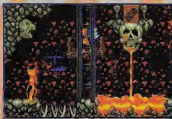
Star



Your mentor, Professor Kildare, will help you to escape!



In this freak-infested swamp you'll face hidden dangers.



Escape into the caverns. Be wary of spikes, lava and pits, or they will send you to your grave!



Ride a petrified log in the acid river. Don't drink the water!



Take a risky railroad ride and fight off the evil hordes.

MEGA FILE

MANUFACTURER	MACHINE	DIFFICULTY	AVAILABLE
SAGES CREATION	GENESIS	HARD	2ND HALF
CART SIZE	NUMBER OF LEVELS	THEME	% COMPLETE
8 MEG	8	ACTION	40%

**HUGE AND COMPLEX LEVELS ARE READY TO TEST YOUR SKILLS.
SLUGGO AND HIS HENCH-BEINGS WILL TRY TO STOP YOU!**



MANKIND'S LAST HOPE: THE EX-MUTANTS!



ACKROYD



PIPER



BUD



SHANNON

DILLON

MANUFACTURER	MACHINE	DIFFICULTY	AVAILABLE
SEGA	GENESIS	MODERATE	OCTOBER
CART SIZE	NUMBER OF LEVELS	THEME	% COMPLETE
8 MEG	N/A	RPG	95%



UNCHARTED WATERS

SHIVER ME TIMBERS, MATEY!

If you ever get the urge to tie a scurvy dog to the yardarm or make an old sea hag walk the plank, then this is truly the game for you!

You are a young man in Portugal who has received a raw deal. Your father was disgraced in his homeland and the family lost their fortune.

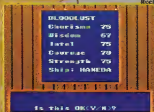
A year ago, your father sailed to India looking to restore the family fortune and return you to the ranks of nobility. Unfortunately, your father died on his way home, leaving you nothing but his dying words: "Never give up your dreams!" This was brought to you by the old sailor who was with your father when the storm destroyed his ship.

You take your savings and buy a boat, and with the help of the old sailor you start trading with nearby ports. Someday, you know you will build a great fleet of ships and ven-

ture into Uncharted Waters! The princess of Portugal is supposed to marry a Spanish prince to solidify the kingdom. However, you have other ideas in mind for her!

You can really let yourself go in Uncharted Waters. When your fleet is strong enough, you can hunt pirates. Find shipmates in your many travels, who may become your navigators. Make deals with merchants to pick up specialty items and don't forget to gamble at the pub every chance you get! It may be the only income you can get at the beginning (or in the middle, for that matter)! If you are very lucky, and use a little cunning mixed with a lot of bravery, you might just survive for awhile.

If you are a menu freak (and I know you are!) then you will have days, even months, of excitement living in the time of chivalry and terror that make up your destiny in the realm of Uncharted Waters! Don't forget your sextant!



The basis of any good RPG is character generation. Be sure you roll until you get the best possible characteristics! Don't cheat yourself!

[illegible]

There are many ways to view a town when you find one. There is the map view (right), the street view (up) and the Inn provides a brochure (down)!

Apr 29, 1982 Lisken

 Name: Marea
Ship: HANEDA Age: 14
Locaity: 28

Battle Exp: 0 Level: 1
Sailing Exp: 0 Level: 1

Strength: 55 Wisdom: 78
Intelligence: 61 Courage: 76



On Sep 19, 1943,
Captain BLOOMFIST
was reported last
at sea.

Let's show the boys
what pirates are made
of.

(El Drogo The pirate)

[Captain BLACKBOLT (PT)]

How about a taste of
justice, pirate?

TROUBLE IN GOTHAM CITY!

The Caped Crusader is back in the all-new Batman Returns from Sega!

Packed full with eight megs of intense Batman action, this game should prove to be one of the most intense of the year!

The Penguin has just kidnapped Max Schreck, a multi-millionaire

tycoon and blackmails Schreck into helping him. Schreck comes up with the idea of making The Penguin mayor. Meanwhile, The Penguin has Batman framed and the public thinks that the Caped Crusader killed the Snow Princess, one of the most famous models in Gotham City.

Batman then runs into Catwoman, who soon becomes partners with The Penguin. Batman must clear his name while preventing Gotham City from falling to The Penguin!

MEGA FILE	MANUFACTURER	MACHINE	DIFFICULTY	AVAILABLE
	SEGA	GENESIS	MODERATE	OCTOBER
	CART SIZE	NUMBER OF LEVELS	THEME	% COMPLETE
	8 MEG	7	ACTION	40%

THE PENGUIN'S RED TRIANGLE CIRCUS GANG!



The Famous Batman Utility Belt!



**BATMAN REGULAR
BOOMERANGS**



**BATMAN SUPER
KNOCKOUT GAS**



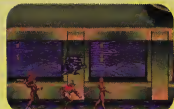
**BATMAN SUPER
BOOMERANGS**



**BATMAN SUPER
EXTENSION SPEAR**



**BATMAN HOMING
BOOMERANGS**



The Penguin's penthouse suite is filled with plenty of enemies and live mannequins.



Use the rope on Batman's utility belt to fasten yourself and get pulled out of the sewer.



In the amusement park, the evil court jesters will be waiting on the ferris wheel.



LEVEL ONE: THE ROOFTOPS OF GOTHAM CITY



TM

BATMAN RETURNS

MANUFACTURER	MACHINE	DIFFICULTY	AVAILABLE
ARENA	GENESIS	EASY	NOW
CARD SIZE	NUMBER OF LEVELS	THEME	% COMPLETE
8 MEG	7	ACTION	80%

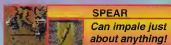
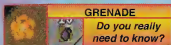
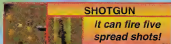


THE THRILL OF THE HUNT!

The galactic hunter is back! This time, he has chosen the Genesis as his hunting ground! The plot of the game is accurate in accordance to the movie plot.

Set up in a 3D perspective, which allows you to have eight-way directional fire control! There are also several weapons to pick up, from shotguns to the Predator's Smart Disk Blade! Also, the backdrops are straight from the movie, ranging from the slaughterhouse to the subways and eventually to the alien ship! Get ready to hunt for this awesome cat!

THE TOOLS FOR BIG GAME!

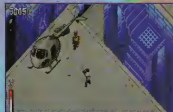


PREDATOR 2

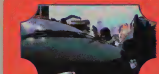
TM



HEAD TO THE ROOFTOPS FOR SOME MAJOR HUNTING!



Take care around here!
There are helicopters that
are out to stop you from
getting to the hostages in
time! Not only that, but the
Predator is getting trigger-
happy and goes after all of
the helpless
captives!



The city streets are plagued with
all sorts of human targets for the
Predators to keep themselves
busy. However, they are not the
main threat. Actually, it is the
surplus of drug and alcohol
pushers armed to the teeth!



The hunters will go after
your hostages!



From time to time, the Predator
will track your movements!

L6-BACK ON THE STREETS!



Hit the streets again! This time
the druggies are even more pow-
erful than before. Watch for the
huge armored truck!

L7-THE SUBWAYS!



It's time to take on the "ugly
mother . . ." for the first time!
He is cloaked, but stands still in
the dark subways!

L8-THE SLAUGHTERHOUSE!



You told those scientist to watch
it! Now you have to rescue them
from the giant slaughterhouse.
Your "bud" is ready to kill now!

6 ISSUE
SUBSCRIPTION
ONLY \$19.95

S-NES PREVIEWS • STRATEGIES • MAPS • TRICKS
FUTURE PLAY • FACT FILES • ULTRA PLAY • HI-TECH

SUPER NES BUYER'S GUIDE

EXCLUSIVELY DESIGNED FOR SUPER NES PLAYERS!!!

Now there is a magazine made exclusively for owners of the hottest, most powerful Nintendo video game system ever made, the Super NES! Here is a magazine with all of the latest information, unbiased multi-person game reviews and spectacular maps and tips, so incredible that only the editors of *Electronic Gaming Monthly* could put it all together! Turn to the Super NES Buyer's Guide for the first and best info on the S-NES and its games! In each bi-monthly issue, you will find pages and pages packed with the most detailed full-color coverage on everything for your favorite 16-Bit machine! With an exclusive focus on the best and worst the Super NES has to offer, this Buyer's Guide is the one magazine you can trust to get the most out of your Super NES System!



INCREDIBLE INTRODUCTORY OFFER!! DON'T MISS OUT ON...

- Detailed reviews of the latest games by three tell-it-like-it-is reviewers!
- Exclusive previews of new games from both America and Japan!
- Tips, tricks and strategies, complete with maps, that will let you score higher immediately!

GIVE ME THE SUPER NES BUYER'S GUIDE!

Please start my subscription to the Super NES Buyer's Guide, so I can be up to date on the latest games and 16-Bit tips!

NAME _____
ADDRESS _____
CITY _____ STATE _____ ZIP _____

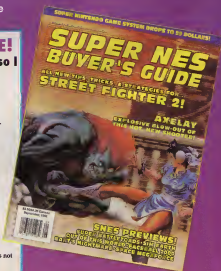
PAYMENT ENCLOSED _____ BILL ME _____
CREDIT CARD ORDERS: _____ VISA _____ MC _____
CARD NO. _____ EXP. DATE _____
SIGNATURE _____

Please include \$19.95 for your subscription and mail to:
Super NES Buyer's Guide, P.O. Box 7548, Red Oak, IA 51591-0548

For faster service call toll-free: **1-800-444-2884**

Make check or money order payable to Sendai Publishing Group, Inc. Canada and Mexico add \$18.00. All other foreign add \$20.00. Any/all checks or money orders must be payable in U.S. funds, and must be drawn on an American bank. (American Express money order, Citibank money order, or any other type of check or money order that would go through a U.S. branch bank.) Please allow 4-6 weeks for your first issue. The Super NES Buyer's Guide is a Sendai Publishing Group publication and is not affiliated with nor endorsed by Nintendo of America, Inc.

Only in the Super NES Buyer's Guide will you find the first coverage on the newest games like *Street Fighter 2*, *Contra 3*: *The Alien Wars* and *T.M.N.T. 4*. Don't miss out on any of the action! Subscribe to the Super NES Buyer's Guide today!



NHLPATM HOCKEY '93



MEGA FILE	MANUFACTURER	MACHINE	DIFFICULTY	AVAILABLE
	ELECTRONIC ARTS	GENESIS	MODERATE	NOW
	CART SIZE	NUMBER OF LEVELS	THEME	% COMPLETE
	4 MEG	N/A	SPORTS	100%

NICE GUYS FINISH LAST!

If you're going to play NHLPA[®] Hockey, you must be vicious. Body check anyone who gets between you and the goal, and don't be afraid to start a fight with an opponent! If you can control your team, you may be victorious on the frozen field.

NHLPA[®] Hockey allows you to play against one of your friends, or challenge the computer. Pass the puck with dizzying speeds, win the championship, and go for the hat trick, if you dare!

This cart comes alive with smooth animation and fabulous sound. Plus, all your favorite players from the big league are here for you to control. The game is in your hands!



Facing off is one of the most important aspects of this very physical game. Here, you can take the advantage by getting to the puck first.



Fights are common, and blood flows quite freely. Attack fiercely, otherwise you may be massively injured! Thus, you would be unable to play for the rest of the game!



If you aren't careful, the referee will catch you committing a major penalty. Ride the bench!



This hockey game is unique because you control the greatest players around. Their jersey numbers, statistics and playing styles are all recreated with amazing detail and accuracy.



The hat trick occurs when a single player scores three goals in one game. This is a rare feat!

NHLPA[®] is a registered trademark of the National Hockey League Players Association.

LIMITED
TIME OFFER!
ACT NOW!

SUBSCRIBE TO EGM AND GET AN OFFICIAL EGM T-SHIRT FREE!

ELECTRONIC GAMING MONTHLY

EXPANDED TIPS SECTION WITH CODES FOR WINNING BIG!
EXCLUSIVE LOOK AT
**BATMAN
RETURNS**

EGM REVIEWS
STREET FIGHTER 2: AXELAY
RACE DRIVING
ANDRO DUNOS
SHINOBI 2

STREET FIGHTER 2
CHAMPION EDITION
TOP SECRET BOSS
MOVES REVEALED!

30 PAGES OF CREDITS
JUNE 1992
Volume 6, Issue 7

Each big full-color issue of EGM is packed with In-Your-Face information and exclusive coverage of the hottest video game action you can find.

EGM is the only mag loaded with special pull-out strategy guides, killer maps and super secrets that will send your scores soaring!

You find all this and more only in the **Biggest and Best** video game magazine! Be the first to get every action-packed page delivered to your door by subscribing today!

**EGM T-SHIRT
\$9.95 VALUE
FREE!**

BECOME A VIDEO GAME V.I.P. & GET YOUR EGM T-SHIRT FREE!

Get 12 issues of EGM plus a collector's T-Shirt for only \$27.95!
Send payment to: EGM, P.O. Box 7524, Red Oak, IA 51591-0524

12 Issues
Only
\$27.95!



Name _____
Address _____
City _____
State _____ ZIP _____
Payment Enclosed ☐ Bill Me ☐
Credit Card Orders: _____
_____ VISA _____ MC
Card No. _____
Exp. Date _____
Signature _____
T-Shirt Size: Small ☐ Large ☐

For Faster Service, Call Toll-Free:
1-800-444-2884

Make check or money order payable to Sentia Publishing Group, Inc. Canada and Mexico add \$10.00. All other foreign add \$20.00. Anyhtl check or money order must be payable in U.S. funds, and must be drawn on an American bank. (American Express money order, Citibank money order, or any other type of check or money order that would go through a U.S. branch bank.) Please allow 6-8 weeks for your first issue.

\$1170



**LOOK LIKE A PRO!
SUBSCRIBE TO EGM!**

T-SHIRT WITH PAID ORDERS ONLY.

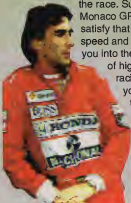
AYRTON SENNA'S SUPER MONACO GP II



THE RACE IS ON!

This cart allows you to race on tracks around the world, against the toughest adversaries. Reach speeds up to 210 miles per hour, and screech around hairpin curves, daring to break ahead of the pack. Weave a path through the swarms of cars. Ayrton Senna's Super Monaco GP II improves upon the original in almost every way. The sounds, control and animation are enhanced and smoothed out. You can control your cars handling and speed with great accuracy. You can also choose between using an automatic transmission or using the regular stick shift. You also receive helpful hints from Senna concerning

the race. Super Monaco GP II will satisfy that need for speed and plummet you into the world of high-speed racing! Can you face the challenge of the Senna Circuit? Ayrton awaits!



Rain creates wet roads, and if you go too fast, you will slide right into a concrete beam. Sticking to the center of the road and turning when you first see a sign is the secret to success.



Fix your car up in the pit. The better your team, the faster you get back in the race. This is the place to go if your car suffers damage.



Belgium has one of the toughest tracks you'll ever drive on! Hairpin curves and constant turns will send the unwary off the road!



The car with the best qualifying time gets the pole position. Try to win it for each race!



Tight curves and narrow passages make the tunnel dangerous, especially when other cars are around. Speed is good, but smashing into a wall can invite a quick exit from the circuit!



Senna is part of Team Madonna. He has the fastest car and the most driving skill. Win three consecutive races to join this team!



MEGA
FILE

MANUFACTURER	MACHINE	DIFFICULTY	AVAILABLE
SEGA	GENESIS	MODERATE	NOW
CART SIZE	NUMBER OF LEVELS	THEME	% COMPLETE
8 MEG	16	SPORTS	100%

THE STONE AGE LIVES

Poor Chuck! His wife has been kidnapped by another caveman and he must leave the comfort of his favorite chair in order to find her. His only weapons are his ability to pick up massive boulders, his huge feet and his massive stomach!

Chuck must progress through the various levels, while belly-bashing assorted enemies. Chuck can swim, jump and get catapulted through the air by some strange devices. Your job is to help Chuck overcome these and other obstacles to find Ophelia.

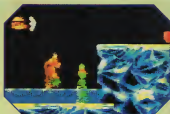
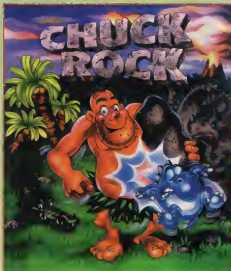
When you pause the game, a menu appears on the screen which enables you to restart the level. Be advised, however, that you will restart with the same amount of life as you when you quit.

Chuck's offensive moves may take some time to master, but they are very deadly! Most enemies don't fare too well when they see Chuck's stomach smashing them in the face! He can also use massive rocks to cause many migraine headaches.

This cart offers some of the best graphics to hit the Game Gear in a long time. The sounds are good and the game is just plain fun. Rock back to caveman days with Chuck Rock!



Various icons are located throughout each level. You must take some time to explore, otherwise you will miss some!



The many different enemies you face range from cute baby dinosaurs to ferocious man-eating bosses. Chuck's best weapon is his Neanderthal big belly!



To traverse the slime lake, you must hop on top of this slime spout and let it carry you across.



In the ice caves, frozen enemies will slide at you from the right side of the screen.



To complete his trek, Chuck must travel through many different settings such as this swamp.

MASTER THE "ROCK CHUCK!"

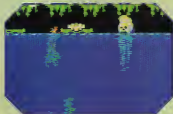


In order for Chuck to get to those hard-to-reach ledges, you must master this very important, yet simple trick. To pick up the rocks, crouch down and hit button 1. Find an appropriate place under the ledge and press button 1 again. Chuck will throw the rock, and you will be able to leap onto it and then onto the ledge! You can also kill enemies by throwing rocks at them!

MEGA FILE	MANUFACTURER	MACHINE	DIFFICULTY	AVAILABLE
	SEGA	GAME GEAR	MODERATE	NOW
	CART SIZE	NUMBER OF LEVELS	THEME	% COMPLETE
	2 MEG	5	ACTION	100%



It is important to perfect the belly buck in order to protect yourself from enemies' attacks.

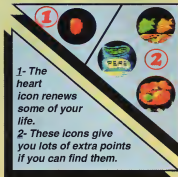


When swimming, watch out for killer jellyfish. This critter's stingers will quickly put an end to your fun!

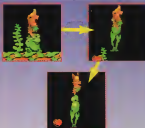


Giant starfish can be found underwater and are worth a ton of points. Collect them whenever possible.

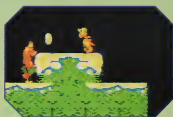
ICONS, ICONS AND MORE ICONS!!



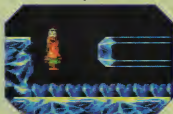
Time to Play Leap Frog !!



There are many ways to get where you have to go. Check out this jumbo frog!



This little fellow likes to throw snowballs at Chuck. Try to time your movements accordingly. Chuck can easily survive snow!



When in the frozen caves, stay clear of the shards of jagged ice that line the floor. They are very dangerous.

GAME PAUSED

▶ RESUME PLAY
RESTART LEVEL
QUIT GAME

Pausing the game allows you to restart the level. You are not, however, given additional power.



Ouch! It may take some practice to learn to defend yourself. Use your belly wisely!



Hop a ride with this pterodactyl to safely cross the thorn bushes.

PREHISTORIC BOSSES



Here are just a few of the mean bosses which stand in the way of our hero. Chuck must try to beat some of them with his bare hands. Ophelia awaits!

REVIEW CREW • COMING ATTRACTIONS • MEGA TRICKS INTERNATIONAL • MEGA STRATEGIES

FROM THE EDITORS OF ELECTRONIC GAMING MONTHLY...

MEGA PLAY

THE #1 ALL-SEGA VIDEO GAME MAGAZINE



- LEARN TRICKS, AND SECRET STRATEGIES ON THE NEWEST GAMES!
- BE THE FIRST TO LEARN ABOUT THE NEW GAME SYSTEMS, PERIPHERALS AND ACCESSORIES.
- READ HONEST, HARD HITTING GAME REVIEWS FROM FOUR PLAYERS.
- GET THE FIRST INFO AND PHOTOS ON ALL THE NEW GENESIS, MASTER SYSTEM AND GAME GEAR CARTS.
- FIND OUT WHICH INTERNATIONAL GAMES ARE HOT!
- PLUS PAGES OF GAME MAPS, DETAILED STRATEGIES AND MORE!

Finally, a magazine made exclusively for owners of the Sega Master System, Game Gear, Mega CD and Genesis! Introducing Mega Play, the first full-color publication with all the tips, tricks, reviews and previews a Sega fan could ever want! Each bi-monthly issue is packed with behind the scenes info and photo-spreads of the latest 8-Bit and 16-Bit sensations. And since it is from the editors of EGM, you know Mega Play is a magazine you can trust! To get the most out of your Sega system, you NEED Mega Play!

I WANT MEGA PLAY!

PLEASE START MY INTRODUCTORY SUBSCRIPTION TO MEGA PLAY -
THE ALL-SEGA GENESIS, MASTER SYSTEM AND GAME GEAR MAGAZINE!

NAME _____
ADDRESS _____
CITY _____ STATE _____ ZIP _____

Payment enclosed ☐ Bill me ☐
Credit card orders: VISA ☐ MC ☐
Card no. _____
Expiration date _____
Signature _____

Please include \$19.95 for your subscription and mail to:
Mega Play, P. O. Box 7535, Red Oak, IA 51591-0535

For faster Service, Call toll-free: **1-800-444-2884**

Make check or money order payable to Sealed Publishing Group, Inc. Canada and Mexico add \$10.00. All other foreign add \$20.00. Any/all checks or money orders must be payable in U.S. funds, and must be drawn on an American bank. American Express money order, Citibank money order, or any other type of check or money order that would go through a U.S. branch bank. Please allow 4-6 weeks for your first issue. If monthly issues will be mailed thereafter.



**6 ISSUE
SUBSCRIPTION
ONLY \$19.95**

MANUFACTURER	MACHINE	DIFFICULTY	AVAILABLE
SEGA	GAME BLUE	MODERATE	OCTOBER
CART SIZE	NUMBER OF LEVELS	THEME	% COMPLETE
2 MEG	6	ACTION	90%



BATMAN™ RETURNS

RETURN TO GLORY!

The once honored protector of Gotham City has been framed for the murder of a young girl!

It appears that Gotham City has a new hero: The Penguin. Rising upon his new found fame, The Penguin (a.k.a. Oswald Cobblepot) runs for mayor, hoping to gain control of the city. Batman has to clear his name and expose The Penguin's plot, and he must fight the gangs under his control. Take to the streets and save Gotham City. Use three different Batarangs, and the Batmobile!

You have the ability to choose your path as you fight the minions of The Penguin. Use your special items when the going gets tough. Swing from building to building and take on The Penguin in his secret sewer hideout. Can the Caped Crusader save the day, and clear his name?



Use your strength to stop The Penguin from running for mayor!



Go to the mansion to find Shreck, the man who helped The Penguin.

Use your awesome Batmobile and the lightning-fast Bat Ski to stop the Red Triangle Circus Gang once and for all.



This fire-breathing freak will try to roast you alive!



This boss will toss boulders and trample you to the ground.



The Catwoman is back, and she is tougher than ever!



You fight Catwoman on the rooftops. Watch her whip!



Here is The Penguin! He will fly around and dive at you.



Who knows what tricks The Penguin can come up with?



Life



Special Weapon

Find these icons!



Take to the sewers in your quest to bring The Penguin to justice.



THUNDER FORCE IV



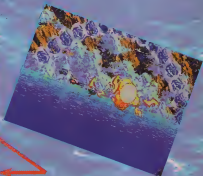
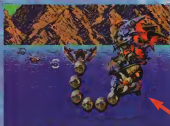
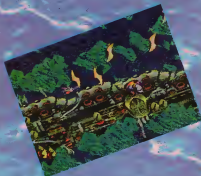
THE FORCE IS BACK!

Yes, folks, you heard right! Just when you thought the incredible

Thunder Force series was over, Thunder Force IV comes home to every happy Sega owner looking for the challenge only this shooter can dish out! From Thunder Force IV's

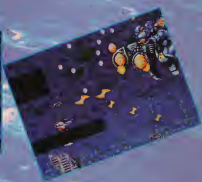
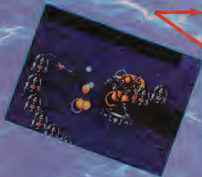
unbelievable weapons to its eight spectacular levels of intense action, this one is sure to keep you on the edge of your seat.

LEVEL ONE: PLANET STRITE

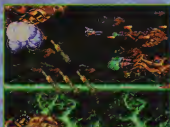


BOSS ONE!!!

BOSS TWO!!!



LEVEL TWO: THE RUINS



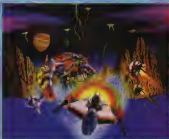
Hopefully, the ruins did not ruin your game, because level three needs your full attention as you maneuver your ship through the air above planet Strite. You must be cautious, however, because you are not alone up there! Intense battles light up the sky!



Getting airsick? If you are, hurry up and finish level three because it is time to sweat it out in the deserts of Strite. You will start level four in a huge sand storm on the surface of the planet, battling all kinds of opponents. This is not a fun day at the beach!



There is a configuration mode that can be accessed by holding down A,B,C and Start when the Sega logo appears at the beginning of the game.



MEGA FILE	MANUFACTURER	MACHINE	DIFFICULTY	AVAILABLE NOW IN JAPAN
	TECNO SOFT	GENESIS	AVERAGE	
	CART SIZE	NUMBER OF LEVELS	THEME	% COMPLETE
	8 MEG	8	SHOOTER	100%

TOOLS OF THE TRADE



TWIN SHOT



BLADE



BACK SHOT



RAIL GUN



SNAKE



SNAKE



HUNTER



CLAW



SPEED-UP



1-UP



SHIELD

MEGA REVIEWS!!

The Sega Genesis/Master System/Game Gear Resource

The Review
Crew's pick
of the issue!

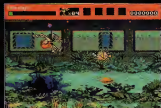
GLOBAL
GLADIATORS
BY
VIRGIN



FEATURING

Greendog, Global Gladiators, Ayrton Sennas Super Monaco GP II, Alisia Dragon, Cadash, Slime World, Team USA Basketball, NHLPA 93, RBI IV, Sports Talk Baseball, David Robinsons Supreme Court, World Trophy Soccer, Batman Returns, Jennifer Capriati Tennis, The Terminator, Chuck Rock, Wimbledon Tennis.

GREENDOG



This surfer dude is in a major jam! He has been cursed by an ancient aztec gold pendant with a hex. Now he must locate six pieces of an aztec treasure to remove the curse. Greendog has many levels and zany

Sega

Genesis

Action

8 Meg

Now

DAVE

Greendog is your average action game that had the potential to be something much better. Poor play control and character animation drop the score. Good originality, however.

G.O.G.

Greendog is not the greatest game around. Even though it is different, the sounds and music were annoying and the whole approach was not up to the current 16-Bit level.

MIKE

Greendog is a terrific effort by Sega! I love the ethnic music and the graphics are very well done. The control is a bit on the poor side, but otherwise, Greendog is a potentially hot game!

BART

Not bad at all. It's an original concept with above average graphics. Greendog's easy to get into, but the levels get repetitive. The music is O.K., but needs more variety.

GLOBAL GLADIATORS



Mick and Mack are the Global Gladiators. They are out to clean up the environmental mess of the world. Armed with a slime blaster, Mick and Mack will adventure through 15 levels of good, messy fun!

Virgin

Genesis

Action

8 Meg

11/92

DAVE

There is a need for more games like this for the Genesis. The theme of this game is one which has never been done before. Graphics, music and play control are also great.

G.O.G.

Virgin must have added something to boost up this cart! WOW! This is truly a spectacle to see! The backdrops are beautiful with great animation and hilarious effects! Great job, guys!

MIKE

Excellent! Global Gladiators has all the right qualities. Great graphics, great sounds and a nice environmental clean-up theme! Perfect play control and animations round it out!

BART

I like it. There are tons of animations and great graphics. The sounds fit the game perfectly. Global Gladiators is fun to play, and has an ecological conscience, too. Nice intro!

SUPER MONACO GP II



Ayrton Senna is the proud sponsor of this hot new sequel! Pick a team and set the course on fire! Practice on the courses and prepare to race the best. Can you take on Ayrton Senna on the 16 grueling tracks?

Sega

Genesis

Driving

8 Meg

Now

DAVE

For an "improved" sequel, this game does not impress me very much. The racing seems to be pretty much the same. Other than that, your race car is a different color. It could be better.

G.O.G.

Well, I didn't think that this cart was all too exciting. Yes, it was Monaco GP, but that is about it! It is just the same cart with more tracks! I was hoping for more options, but no such luck.

MIKE

While the first one was a spectacular game for its time, Monaco II just doesn't offer anything new or exciting. The sound effects are not as good, but the control has been improved.

BART

I loved the first game, and I like this one too. My only problem is it's too close to the first game. The graphics have been improved a bit, and the control is a lot better. Perfect for racers.

ALISIA DRAGON



Alisia Dragoon is one tough woman. She can fire lightning bolts from her hands to fry potential enemies. She can have four different companions to help out. Six stages of action and adventure are yours!

Sega

Genesis

Action

8 Meg

Now

DAVE

This is all we need. Another Valis-type game. It would be welcomed with open arms except for a few things: it seems to lack in the sound and control areas. It needs more spice.

G.O.G.

This game reminded me a lot of the Valis series. However, this one just didn't have enough appeal. All you really do is just jump and hope your weapon will hit the target.

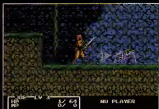
MIKE

Alisia is hot! This is a nice twist to the common action theme. No big guns here, just Alisia and her companions. The music is a joy to hear and the controls are a pleasure!

BART

Alisia Dragoon sports some good graphics. It's nice to see a female as the lead character for once. I like the idea of being able to summon monsters to my aid. Sound is the only low point.

CADASH



The King's daughter has been kidnapped and you must fight your way to her rescue. Choose to play as a mighty Knight or a mystical Mage. Take on horrendous bosses and step up the pace to save the maiden!

Taito

Genesis

Action

4 Meg

Now

DAVE

Yippee. It's time to rescue the king's daughter once again. Why doesn't he just do it himself and save game players the agony? Originality holds this back. The graphics were good.

G.O.G.

This particular version offers you the privilege of using four characters, which is cool. Overall, it was still a decent side-scrolling action game with an interesting quest.

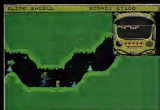
MIKE

Cadash reminds me of Shadow of the Beast. Big on screen characters that kill enemies with one blow. I like the mixture of action and RPG, and Cadash offers some good fun.

BART

Cadash combines elements of action with role-playing to make an intriguing game. The animation needs work, and the control doesn't handle as well as I expected. It could be better.

SLIME WORLD



Slime World is great fun in the gunk! You can play in seven different scenarios, so the fun just never ends. A buddy can join in to help you with the mission, or you can hunt each other down!

Renovation

Genesis

Action

4 Meg

Now

DAVE

Great concept! Slime World has the potential of being a truly extraordinary game. It has a fresh theme and many different missions that will keep you busy. Graphics needed some work.

G.O.G.

For a conversion, I think this did pretty well! As a fan of the cart, the only thing I have to gripe with is that the animation isn't quite fluid and the music starts to annoy you.

MIKE

Slime World is cool! I like the scenarios and they are not that easy! In a one player game it can get a bit boring, but with a friend, your choices are nearly endless. Fun is the key word here!

BART

Slime World doesn't translate to the Genesis too well. A lot of space on the screen is wasted. The graphics are good, but the game is slightly repetitive. Lots to explore!

TEAM USA BASKETBALL



In commemoration of the ongoing Olympic Games, Electronic Arts introduces Team USA Basketball. This limited edition game stars the players of Team USA and has all the great control you would expect.

Electronic Arts

Genesis

Sports

8 Meg

Now

DAVE

Electronic Arts does it again! USA Basketball is very similar to Bulls vs. Lakers, except for each of the Dream Team members are in place and ready to dunk their way to the gold!

G.O.G.

Very similar to Lakers vs. Bulls, but it's still wins a gold from me! Some really cool sounds were added to liven up the game and the histories were a neat touch! What happened to Japan?

MIKE

Reenact the excitement of the Olympic's basketball games. Team USA has excellent control and graphics. When it comes to sports, EA doesn't fool around!

BART

The graphics really shine on this game. The sounds are nicely done, and the controls are somewhat better compared to previous attempts. A little needs now is bit more originality.

NHLPA '93



Here comes Electronic Arts with a their latest hockey title. This time, you can choose from the NHL's hottest players! Engage in fights and get tossed in the penalty box! Only you can win the Stanley Cup!

Electronic Arts

Genesis

Sports

8 Meg

Now

DAVE

NHLPA '93 hockey has got to be one of the best hockey carts to hit the Genesis market. All the NHL teams have been faithfully translated. Play control is also consistent throughout.

G.O.G.

The original NHL impressed me a lot, and this version really left me breathless! All new sounds and other effects (like stating who made the shot) set this above it's predecessor!

MIKE

Once again, EA proves they know how to program great sports titles. Great control that feels just like skating and smooth scrolling are just a small part of this cart. I'm impressed!

BART

This is a good hockey game, and it really brings the sport alive. My only complaint is that it is much too similar to the first. The sounds have been improved.

RBI IV



RBI IV is a baseball extravaganza! Choose your favorite team in either division and hit some homers! Side windows show special features and options. Hear the crowd cheer and jeer throughout the game!

Tengen

Genesis

Sports

8 Meg

Now

DAVE

For another RBI sequel, this cart does not impress me all that much. The graphics are O.K., but they are not up to the levels that the Genesis can create. Tengen could have done better.

G.O.G.

Well, RBI IV did introduce some nice features, but how many times can you make a baseball game without it getting repetitive? Nothing extravagantly new or incredibly original.

MIKE

Baseball games are becoming common for almost every system. While RBI IV offers nothing new, it does have nice control and sounds. But other than that, it is basic baseball.

BART

This is baseball with a lot of animation. The sounds are great, from the cheering to the jeering. The graphics are a cut above the rest, and options help out this game tremendously.

SPORTS TALK BASEBALL



You say you're looking for a new revelation in video gaming? Sports Talk Baseball will have you talking! Not only can you play a nice game of baseball, but you get the impression of actually being at a game!

Sega

Genesis

Sports

8 Meg

Now

DAVE

Again, we have the basic baseball game. The only difference is the added voice, which is, by the way, a nice touch. The graphics and sounds are otherwise normal.

G.O.G.

Yes, it is a cool option to have a voice constantly tell you what you are doing. But in doing so, the game play is limited to just another ball game. The voice still needs some work, but it is neat.

MIKE

What a blabbermouth! The announcer just loves to rattle off those plays! Although he can be slow at times, the talking is a nice feature. The game voice seems to be the best new part of the cart.

BART

This game is a Tommy Lasorda clone. All that really stands out is the voice, which gets annoying fast. The control is good, however, and the game is enjoyable if the volume is off.

DAVID ROBINSON'S SUPREME COURT



Sega and David Robinson have teamed up to bring us a slammin' new basketball game. Plenty of cool moves are on hand for the slam! A semi-rotating court is one of the many fascinating features.

Sega

Genesis

Sports

4 Meg

Now

DAVE

The quest for a quality sports game can be depressing, and after playing Robinson's ball I was in a state of melancholy. Bad graphics and poor control with uncool sounds.

G.O.G.

I'm tellin' ya. This is the system for sports games! Well, here is a nice touch to a Basketball game. The controls need getting used to, but it still plays pretty decent! Good job!

MIKE

Dave Robinson's Supreme Court plays a nice game of Basketball, but the only original thing is the strange perspective and the pseudo rotation. The game plays well and I guess it counts.

BART

While the graphics, and play control aren't the best, the game is filled to the brim with play options. The sounds are nice. Overall an average attempt into the basketball game genre.

WORLD TROPHY SOCCER



You can now enjoy fast soccer action with World Trophy Soccer! Pick from the top international teams and customize the outfits. The game is fast and furious so drive the competition into the turf!

Virgin

Genesis

Sports

4 Meg

October

DAVE

World Trophy Soccer has fair-to-normal graphics and sounds. However, the game control is not up to par. The customizing of the uniforms was a nice touch, but it needs a little work.

G.O.G.

Just another ho-hum soccer game. There is very little that could be called "original." The fair sound and average graphics make this a basic sport cart. If you are a die-hard fan, check it out.

MIKE

While the initial impression of this game was nice, it quickly wore thin. The controls are lacking, and the sound is not very impressive. Still, if soccer is your game, this might be for you.

BART

I really like the sport of soccer, but this game just isn't what I expected. The action is slow and the overall presentation is not up to Genesis standards. The uniform-coloring option was cool.

JENNIFER CAPRIATI TENNIS



Endorsed by tennis great Jennifer Capriati, this tennis game has many nice features including various players and court settings. A talking narrator tells the score and the condition of the tennis game.

Renovation

Genesis

Sports

4 Meg

Now

DAVE

She may be a great player, but her cart is not the best. The control is difficult to handle and the players moved very sporadically. The options of different courts and players are cool.

G.O.G.

This tennis cart does not seem to take full advantage of what the Genesis system can offer. The graphics and game play are average, and could be a lot better. The players move so fast!

MIKE

Capriati is a basic tennis game that could use more work. The control needs improvement and the graphics are not up to standards. The voice is nice, but the game could be better.

BART

Capriati is your average run-of-the-mill tennis game. Nothing is really new or innovative, except for the player configure option. The graphics are not up to standard, but the control is O.K.

BATMAN RETURNS



Batman Returns is swinging into the portable scene on Game Gear! The Caped Crusader must stop The Penguin, but watch out for the Catwoman as well. Special techniques and movie scenes are abundant.

Sega

Game Gear

Action

2 Meg

October

DAVE

The Caped Crusader is back and in full force for Game Gear. I am not one for portables, but this game is sure to be a hit with G.G. fans. All the elements of a quality game are here!

G.O.G.

The Caped Crusader has entered the G.G. spotlight with an tremendous effort! Crisp colors and great detail with the Red Triangle Circus members make it a cool movie conversion!

MIKE

Batman Returns is cool! The Caped Crusader never looked so good! The six levels will present a challenge to any veteran player! Nice weapons and cool special attacks make this one hot!

BART

Batman Returns is really good. The graphics are top-notch, and the play control is perfect. The option to choose your path is a nice touch. All it really needs are more cinema displays.

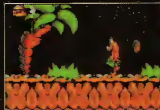
THE TERMINATOR



The Terminator is truly a non-stop action title. Based on the movie, you play Kyle Reese who must stop the Terminator cyborg from killing Sarah Connor. Plenty of weapons and lots of things to shoot at!

Virgin	Game Gear	Action	2 Meg	October
DAVE	Having played and enjoyed Terminator for Genesis, the Game Gear version was very welcome. Graphics are good, for a portable, and are complimented by nice play control and sounds.	G.O.G.	Compared with the Genesis version, it is a great conversion. Good soundtrack and great graphics. The only thing that makes it rank lower than an eight is its extreme difficulty!	
MIKE	The Terminator really impressed me! The game looks very close to the Genesis version with cinema displays! The levels are huge and can really keep you searching! Great!	BART	Wow! From the start, Terminator blew me away! The digitized cinema displays and great graphics were terrific. The game matches the intensity of the movie., and offers a tough scenario.	

CHUCK ROCK



Chuck Rock is stony fun for all ages! Use your bulging gut to knock enemies out of your way. Collect lots of points while battling big bosses and merciless enemies! Chuck Rock fun is now portable!

Sega	Game Gear	Action	2 Meg	Now
DAVE	Again, an excellent translation to the Game Gear system. Chuck Rock is sure to sell plenty of carts to G.G. owners. Although an exceptional game, the play control could use some work.	G.O.G.	The classic belly bustin' cave dude is back! His appearance on the G.G. didn't really hinder his performance! All the play mechanics are back. Virgin is really on a roll!	
MIKE	That prehistoric bonehead is better than ever on the Game Gear! Crisp graphics, excellent sound and great control are all here on this near-perfect translation. Bring on part two!	BART	Chuck Rock translates beautifully to the Game Gear. Almost everything has been left intact. It controls even better than it's big brother! It has a lot of challenges and secrets to find!	

WIMBLEDON TENNIS



Take on Wimbledon's best on the Game Gear! You can select your favorite tennis star and an opponent to face! Smash the ball into their court and just let them try to return it! Tennis fun made portable.

Sega	Game Gear	Sports	1 Meg	Now
DAVE	Not being big on for portable systems or sports games, I surprisingly enjoyed Wimbledon Tennis. Play control is always crucial and was good on this cart, as were the graphics.	G.O.G.	There have been few tennis games that I have liked in the past couple of years, but this is the best one to come around yet! There are good sounds, decent graphics and good game play.	
MIKE	Wimbledon is an impressive tennis cart. The graphics are good and the play control is near perfect! You can hit backhands and over-heads with perfect control. Top notch!	BART	Wimbledon plays as good as it looks: great. Instead of the usual slow moving character, you go fast! Options are plenty, and there are many players to choose from. Definitely a winner!	

**TRICKS
OF THE
TRADE**

**JAPAN
GAMING**

**GAMING
GOSSIP**

**NEXT
WAVE**

**REVIEW
CREW**

**FACT
FILES**

WHERE DO YOU TURN TO FOR THE
FIRST INFO ON ELECTRONIC GAMING
REVIEWS, GOSSIP, TRICKS, FACT
FILES, PREVIEWS, HIGH SCORES, AND
INTERNATIONAL NEWS?

ELECTRONIC GAMING WEEKLY

PICK UP THE PHONE AND BECOME A VIDEO V.I.P.!!!

Callers must be 18 or older. Callers must use a touch tone phone. A service of
Sendai Publishing Group, Inc., 1520 Highland Avenue, Suite 222, Lombard IL 60148

1-900-740-7722

ONLY \$1.00 PER MINUTE

**GET THE SCOOP ON THE HOTTEST INFO AS ONLY
ELECTRONIC GAMING MONTHLY CAN DELIVER!**

Introducing Electronic Gaming Weekly, the ultimate resource of
video game information from the editors of *Electronic Gaming
Monthly* magazine! Here's your chance to be an industry insider,
listening in on the hottest news and getting the first-hand scoops
before they hit the press!

With Electronic Gaming Weekly's explosive magazine format,
you can instantly access the information that you want from the
same menu of selections that you get every month in EGM!

So be in the know! Call to hear this week's issue of Electronic
Gaming Weekly today!



SEGA
GENESIS
BEST COPY AVAILABLE

KICK SOME BALLS

You're in total control of all the fast and furious soccer action you can handle with World Trophy Soccer. Play the ultimate championship game by yourself or with a friend as you pass, dribble, tackle and shoot your way through the qualifying rounds with national dream teams from all over the world. The only thing you can't control is the other team's ruthless players. As long as the ref's not looking, they'll try every underhanded strategy imaginable to win the Cup!

FEATURES:

- Adjustable difficulty levels and match lengths
- Complete directional control allows for perfectly-placed free kicks, goal kicks, corner kicks, throw-ins and penalty kicks.
- Fast, smooth, multi-directional scrolling.
- Ability to save your game after each round.
- Single or two player simultaneous action.

"Packed full of exciting game play, impressive graphics and intense soccer action, this great cart is sure to be a winner!" —MEGA PLAY





For more information, pricing, and orders, please call 800-VIS-9841. Visa, Mastercard, American Express and checks accepted.
 Licensed by Sega Enterprises Ltd. for play on the SEGA GENESIS™. OFFICIAL SEGA and GENESIS are trademarks of Sega Enterprises Ltd. World Trophy Soccer and its associated logos, SEGA, and © 1992 Sega Enterprises. All rights reserved. Sega is a registered trademark of Sega Enterprises Ltd.

WORLD
TROPHY
SOCCER™



The Lemmings are coming.
The Lemmings are coming.
The Lemmings are coming.



The Ler s are coming.
The Lem s are coming.
The Lemmings are coming.



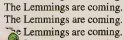
The Lemmings are coming.
The Lemmings are coming.
The Lemmings are coming.



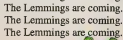
The Lemmings are coming.
The Lemmings are coming.
The Lemmings are coming.



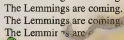
The Lemmings are coming.
The Lemmings are coming.
The Lemmings are coming.



The L & C are coming.



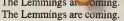
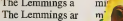
The Lemmir
The Lemmi
The re c.



things



LEMMINGS ARE HERE!

[illegible]

The Lemmings are
The Lemmings are
The Lemmings are coming.
The Lemmings are coming.
The Lemmings are coming.
The Lemmings are coming.



The Lemmings are coming.
The Lemmings are coming.
The Lemmings are coming.
The Lemmings are coming.



Licensed by
Sega Enterprises Ltd. for play on the Sega™ Genesis™ System
SEGA™ and GENESIS™ are trademarks of Sega Enterprises Ltd.

"T-SUN SOFT" "T-SUN SOFT" "T-SUN SOFT" "T-SUN SOFT" "T-SUN SOFT"

PsychicSM is a trademark of PSYGNOSIS LIMITED. © 1992 PSYGNOSIS LIMITED. © 1992 Sun Corporation of America.